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STRIDER 2

REVIEWED
ANOTHER QUICK
SLASH

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4 COMPLETE
GAMES!!

ALSO
REVIEWED:

THE SPY WHO
LOVED ME ♦
NINJA REMIX ♦
CREATURES ♦
CURSE OF RA ♦
WHEELS OF
FIRE ♦
BADLANDS ♦
AND LOADS MORE!

If there's no tape on this
cover, ask the Newsagent
where the climbing flip
it's got to!





ST D R A G O N

STORM © 1990 STORM INC.

A small force of mecha machines has risen to conquer the Galaxy. One by one the peaceful zones of the Galaxy have been attacked and reduced by the Colossus Phantoms. No one has the strength to stand against the power of the Colossus. One lone robot who has fought against the ranks of the mechanical monsters, that's dragon, our machine the Cylinder Master. Right back against the tyrannical masters. The Galaxy has a Hero. Huge powers in the heart of the people at the core of the armoured champion they call "THE DRAGON".

"A heavy metal album about our love for robots and science fiction. It's presented in a CD-ROM format so you can play with a program on the computer along with your progressive rock music challenge the robots. Watch out!"
Chris May, 1990



Heavy Metal
Dragon
Challenge



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You can wander around a rather dark castle, swing the bag out of rival gangs, run a successful games company, and sort of gobble up lots of money, with this month's completely FREE plastic cassette thang! Knightmare is based on the ever so popular Teletubbies show where contestants try and win a bucket on their head, and is supplied by Activision. Software House is supplied by Cult, a subsidiary of Data Games, and the other two are completely original.

FEATUROONIES

62 FEET OUT FOR THE LAWS

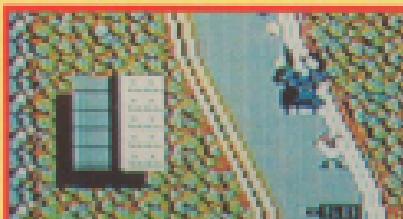
Sean Keate, his name rhymes with smelly, stages a squirrel to a tree and beats the heck out of it... Afterwards he likes nothing better than to have a cup of tea and a quick game of International Karate... Here he looks at the greatest beaters ever (probably).

98 GUASARI - LASER LIGHT FANTASTIC

What do you get if you invite a smattering of highly charged joes to go around shooting each other with beams of light? A group of over-mad, highly charged joes going around shooting beams of light at each other. The YC team decided to accept the challenge and Jeffrey Gray, hero not in the navy, reports...

62 IT'S SYSTEMATIC

Rik Henderson, and his double jointed bendy thumb, takes a trip to Prince and the plain offices of Systemic 3. He looks at their new releases, their old releases, and has a game of Solitaire for old times' sake, just don't ask us why!



STRIDER 2 - There's this genius who makes all kinds of weapons, and do you know how he starts off? By shooting all over them! Now, he's got his chopstick and uses it... isn't it disgusting???



THE SPY WHO LOVED ME - Another serious case of Bondage here with a Spyhunter shown disguised in a James Bond like, with this early Roger Moore mould. His was cooler anyway. Sean Connery was much better, and the team thinks so too!

REGULARS

5 BUT FIRST THIS

Big news in little Milton Keynes! Rick details the future and invites you to a dance.

6 DATA

Randy Bates takes over from Mr. Spamp and she delivers a news column that's so red, so wicked that it deserves to be in Angler's Monthly.

16 COMPO

You can win something that's not very big, and made of cardboard. Here's not talking about Ashely's brain here either.

28 COOKIN' EUGENE'S SCUM OF THE EARTH

How many tips have we got, well quite a few actually! In fact we've got so many tips that we're skipping a sneaker cap shop next week, Farewell!

36 POST APOCALYPSE

The misanthropic madman rations his bag of letters and comes up with more abuse than you can shake a stick at.

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Stuart Green lands in comic Heaven.

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Join Uncle Pauly for a one day trip to adventuresville, with exclusive reviews and Mission round-ups.

58 NEXT MONTH

Erm... Oh... Erm... What's happening next month essentially.

POSTER

- 34 The Back Room
- Boyz - Flamedhead, Post Apocalypses, Cookin' Eugene!

Commodore repairs

The official Commodore repair centre is now open for business.

At the Commodore National Repair Centre we have over 100 highly trained technicians committed to repairing and maintaining your Amiga and C64 computers.

Our expertise and experience ensures that your computer is repaired to the highest standard for the lowest cost, and we will repair your equipment within 12 days.

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Payment accepted by cheque, PO and credit card. The charges are £39.95 for the C64, and £49.95 for the Amiga 500 and 1000; or cash prior to December 10th receive 10% off these!

FREE
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within
12 days

A500

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inc. VAT

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Software

December 1990
(On sale November 23)

YD

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But First This..

 What's mondo, bodacious, wicked, red, green and slimy? A crazy **YD** covered in smod! Well, how else was I to open this very last **But First This** except with a truly tacky and tasteless joke? Yip, it's time to confess that **YD**, after one year, will be changing to suit ya'll. But more of that later, you want to know what's happening now??

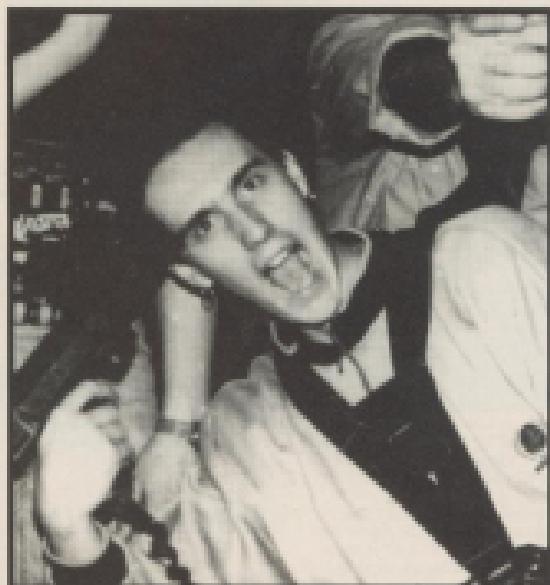
If you flip your mag around a bit you'll find a big smoky thing in the middle, have a look through it. Youse this is your absolutely, especially free comic featuring Post-Apocalypse, Plasma Head, and Greater Eugene in a look at each of their lives in a way never seen before. And not only that but there's a 'tut-out-and-clothe' Party with extra manly add-ons to make him look even more weird than ever before.

To complement this though, next issue has another wicked free gift with the inclusion of the Post-Apocalypse board game (are we mega-generous or what?), with tonnes of cards, counters, board and a game to coincide with it on the tape. And for a few issues after that, there'll be more data on cassette, more cards and more characters to collect in order to expand upon the basic set (although everything you need to play for four players is included right in).

Also it's our birthday issue (try not send us a card, the best ones WILL be rewarded) next month and we will be one year old (as **YD**). And to top it all, there'll be more pages, more colour, more reviews, and a brand spanking new look (that's got his thinking cap on)...

See ya around sometime (probably)

Rik Henderson



DATAWITH B E



OH MY GOD!

The New York Mafia have landed in Grunneymead! Those Masters of

Picture and the forthcoming film "Godfather III", which is to be previewed in the UK in March 1991. The third of this highly acclaimed series stars Al Pacino as Michael Corleone and continues the legendary saga of the Corleone family and there is sure to be more than one blood bath! The new chapter also stars Diane Keaton, Talia Shire, Ed Marcks, Jon Mantegna, Bridget Fonda, George Hamilton and Sofia Coppola (more than a mere Home and Away cast).

There will be a double helping of Godfather - The Computer game as US Gold will be releasing a high level interactive-adventure game for grown-ups and babies and an action game for babies and grown-ups waiting to be added. Godfather III

6th to 9th December
Wembley
Conference
Centre



lights - for your love Christmas Shopping put on your leather gear and get on down to the Computer Shopper Show 1990 at Wembley Exhibition Complex on 6, 7, 8, and 9 December, where there promises to be bargains galore!

Not only will you find an Aladdin's Cave of computer presents but loads side attractions to keep you entertained and well advised. There will be a major Advice Centre and in keeping with the Wembley scene a Computer Football Association Challenge Cup Final and the first European Cup of the computer world. You're bound to see Santa doing his rounds there as the Show is trying to get into the Guinness Book of Records with the largest number of Santas ever seen under one roof - and I thought that was only one!



Licensed product are hoping to get "a head" of the competition with their latest dos - "The Godfather" - and I wouldn't try and get in their way!

This powerful三部曲 includes the rights to both "The Godfather" and "The Godfather II", both of which were awarded Oscars for Best

the film and Godfather the game will be emerging on a screen near you in March 1991.

SHOPS AWAY!

Forget Oxford street and the pretty

TIE A RE-INKED RIBBON

is the computer industry about to

ENVY BABES !

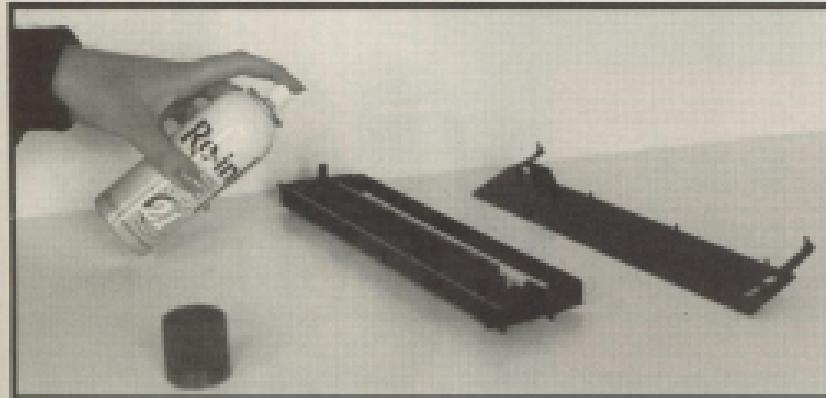


become a green issue along with ozone friendly hairspray and disposable nappies? Office 21 have come up with their own answer to the 20 million computer ribbons thrown away last year called "Re-tail" which not only helps save the environment but the computer users pocket!

The ink formula, which started off life in a bucket in the MD Simon Campbell's kitchen is sprayed onto the toe of the leading ribbon. It then spreads evenly as it dries giving a better than

new quality black print. A tin of this wonder stuff costs £12.95 and can replace ribbons over 30 times.

Think of all the savings! The only problem is - what do you do with the empty tin?





PLAYING AGAINST TIME

Jaylink Kings, Spectravideo have launched a new innovative stick called the Mega Board in their impressive range, complete with well over nearly everything but the kitchen sink, this stick does everything apart from time travel itself!

What's new about this one I hear you ask - well, the stick is fitted with double digital stop watches, which count both upwards and downwards in time and which if used to best effect can enhance gamesley no end! For instance, if in two-player mode you can time eachother's performance and compare results. Think about it logically dudes - co-player games can be made into two player games! If you're an your own jester, wifefie you can check your own performances against eachother - use one clock to indicate your best time and the other to measure current time. The clocks,

apart from just telling the time can also vary the speed of the player and the speed of the auto-line.

This Board-aceous product is in the shops now priced at £24.99 and for the games player who thinks he has everything would make a super Christmas stocking filler!

STARS IN THEIR EYES

"Star Performer" is the name of a new budget range from Electronic Arts. And why not - cos they're all re-releases of games which at full price took the stage by storm. The games costing £3.99 on cassette and £5.99 on disk cover a range of categories including simulations, adventures, arcade and Fantasy.



Role Playing.

The first titles available for your Commodore 64 will be *Breach: Take It* (disk only), *Caveman Lightyear* (disk only), *Chuck Yeager's AFT*, *Payroll Formula One*, *State or Die*, and *Strikethrough* (disk only). For more news and reviews, log on the Sky of Night, road 40 instead!

WARGAMING FIASCO

The Leeds Wargamers Club will again run its games convention FM800 on Saturday the 29th June 1985 at Armley Sports Centre, and it promises to contain a bigger and better PBM content than before. FM800 hopes to have over 30 PBMs traders with some running demo games. There will also be PBM talks and the FM800 PBGM awards. If you wish to take part in the voting or just want more information drop John Smith a line at 27 Armley Grange Mts, Leeds, W Yorks, LS4 2 308.



TAC DREAM TEAM

The HQ Review Team recall what they did on a cold February night...



Mike 'Banger' Haasenrode

"After all that noise and whooping his got a bit sore and hot under the sheets of his bed. 'Oh God I thought we'd been seen on this attack until I heard a howl across saying 'Sorry for the guy', and I realized it was November 1944! What a nerd... er?"



Anthony 'Anthony' Holmes-Davies

"Ash dominated a black cloak and a shiny pointed hat and when it was pointed out it was Holmes-Davies' new a few nights earlier he said, 'No, this isn't to blow up the houses of Parliament' unfortunately it was directed to the west down to Miss Glencoe's innkeeper."

THE SKOREBOX

Each game is given different ratings in the form of a wonderful bloody spectrum from the range of letters from 'A' to 'E' in order to make it even more discriminating.

- Excellent** (out of 100) - This is what we think the game appeal is presentation wise and graphically.
- Superior** (out of 100) - Does the music grab? Is the sound FX pure genius or utter?
- Acceptable** (out of 100) - This is what we think the instant appeal of a game is like. Does it grab your attention straight away? Or is it too hard to get into?
- Avg** (out of 100) - How long will the game stay your interest? Minutes? Hours? Days?

Overall (out of 100) - This is the overall rating given by the reviewer on how good they think the game is.

100-100 - This game is so awesome that the only reason anybody would ever want to see it is for novelty value.

90-100 - Incredibly dull, and not interesting in the slightest. Misses interests and fails to grip the general idea of what it's trying to do.

80-89 - Ridiculously dull, and probably somebody's cup of tea, although word cannot suffice to gather how.

70-79 - A good game with more going for it than most, but it's best to check these ones out in the shop before you buy them.

60-69 - Garbage and say immediately, these games are bad. So bad in fact that you'd be wise for taking them into a no smoking area. Any game getting this score are announced as HQ Pure Drags (the HQ seal of recommendation).

50+

All games have

over 100 plus

rating, and one

game is over 100

this would be the

best that

anybody could

ever do in the

category.

New 3D games

are great

because

all the games

present in

the world

would

be better

and better into

removes bad

things.

skorebox



overall

84

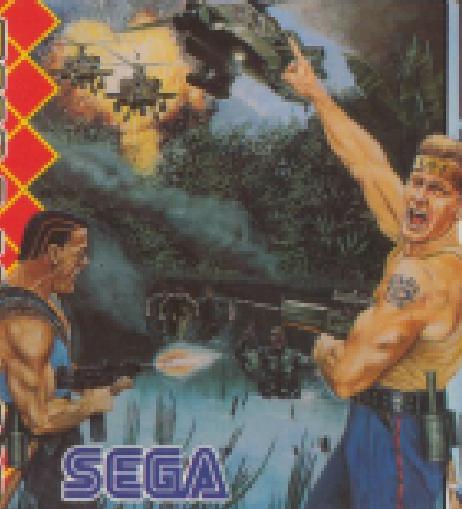
U.S.

CBM 64/128 & Amstrad computer & disk
Spectrum cassette, Amiga & Amstrad

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STRIKE

LINE OF FIRE



SEGA

LINE OF FIRE

UN SQUADRON



U.N. SQUADRON

awesome

firepower in your



RAIDEN



RAIDEN



SEGA

ESWAT

C64/128/Amstrad cassette & disk.

Spectrum cassette, Amiga & Atari ST.

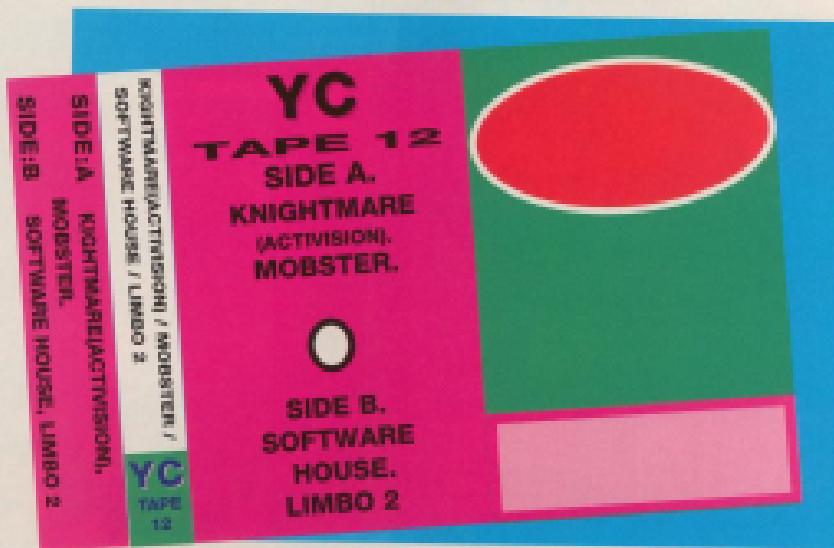
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I
fist this Christmas!

CASSETTE

ON THE TAPE

4 FREE GAMES, ALL AS STIFFY AS A DEAD RABBIT'S EARS! YOU FIND A FREE TAPE AS GOOD AS THIS ONE AND WE'LL EAT RIK'S SOCKS (A PRETTY SAFE BET, WE HOPE).



RUNNING ORDER

Side A: Knightmare,
Mobster
Side B: Software House,
Limbo II

KNIGHT MARE

(Activision)

Welcome to the game...

This is the Time to end all
Times.

This is the Time out of
Mind;

This is the Game out of
Time;

And the game to blow your
Mind!

"Welcome Watchers of
Illusion

To the Castle of Confusion,
I am known as Treguard,
Master of the Dungeons,

How is the time that your
first quest calls
From Demonia Castle?

dark
halls.

Fighting the evils that
creep here
From depths, things that
feed on fear.

Spell casting use in times
of need,
If ever you are to be freed.

Warning! Warning! I will
watch you
And give an occasional
clue,

Here be Oracle of good
and bad names:
One named Runius, one
Buggano.

Quiz them when you need
advising

On all sorts of things surprising.

But the first Knightmare quest is yours
To win or lose (or die, of course).

For here nothing is real
And all must surely be an illusion.

So just keep telling yourself:
'It's only a game... isn't it?'

Let us enter now the book of legend...

I place you somewhere in time, in a land where strangers are not welcome. Survival is your aim, knowledge is your target. Search the dungeons and rooms of Diamond Castle for the objects which may help you from the clutches of the dark castle and its fantastical inhabitants.

Your advisors are two oracles, who act as your guides. One oracle is good, and often gives correct clues in the form of riddles etc. The bad oracle will do everything it can to throw the knight into certain danger and death. The knight may consult the oracles, but only one will answer, and may not be cross-examined by the knight. By carefully studying the contents of both oracles' statements, valuable clues may be learned.

Your life force is represented by a candle at the edge of the page. It will decrease throughout the game. Life force is further decreased each time the player is hit by a guard. For example, and life force never increases.

Each page of the book details some place within the castle, into which life is breathed when you direct the knight into it. The dungeon master and masters watch over all of the knight's actions and each may appear from time to time to offer command.

Controlling your knight

The knight cannot see due to the necessary full-blind format. And so you must use a joystick and keyboard keys to control the movement of your knight.

The keys are:

Fire - 'a'

Move Left - 'c'

Move Right - 's'

Move Down - 'd'

Move Up - 'w'

Pause Game - 'F1'

Resume Game - Use Fire

Quit Game - 'Q' Then 'Y'

Start Game - Use Fire

View Words - "SHIFT" Enter Words - "RETURN"

Certain inhabitants of the castle will ask you questions and give you problems to solve. Warning! Read the questions very carefully before you select an answer or solution. Confirm your selection by pressing the fire function.

To perform specific functions within the castle, you may use one or two word commands.

Select the first word of your required command by pressing the first letter of that word. If the speech bubble at the top of the screen does not display the word you require, press the shift key. This will show you the next available word.

When the speech bubble displays your required first word, press the Enter Word function. A second word will now appear - again, you may alter this word by pressing the first letter of the required second word or the Shift key to cycle through the available words.

When both words together make the command you wish to use - ie, open door - press the Enter Word function key. This command will now be issued. Be very choosy!

If you press 'D' and the word 'Drop' is displayed when you wish to drop something, press the Shift key until the word 'Drop' appears. Press Enter Word function and select the second word in similar fashion.

You may repeat your last command by pressing Enter twice. You may change the second word of your instruction before pressing the enter key a second time if you wish. To stop the available command words press the Shift key.

Certain commands, such as Load, Save or Quit are one word commands.

To see your inventory (the things you are carrying) press the 'I' key.

Spelling

Martin's Magic. You'll have to work out how to gain these magical powers, but beware! These powers require experimentation - some of them are good, some of them are bad, you must establish for yourself which is which.

We know very little about the spells available (but did spell books tell us the following):

To use a spell, you must select the word SPELL as the first word, then the name of the spell as the second word, then press Enter or the Life button to execute that spell. Note! You first have to find the spells.

AVOID: This is a large, fast-moving devil, which dashes at the top of the screen, causing evils to be scattered into the ground.

CASPER: Casper the key. May be used on certain doors within the castle.

ALCHEMY: Turns characters to a solid gold sphere. Most objects turned to gold may then be collected by the knight as treasure.

ICE: A rain cloud will form and freeze everything. As soon as the cloud disappears the characters will return back to life.

TOAD: Turns characters into 'warty' toads.

METAMORPH: Turns characters into different characters.

Fighting

In order to fight you will need to find a weapon, such as a sword, then by moving next to the character you wish to fight and pressing the fire function repeatedly you will be able to engage in combat.

You may also pick up tricks to attack at other characters. To do this, you may either use the instructions to tell your knight to 'Throw Brick' or you may set the first command word to 'Throw' and then use the fire function to trigger the throwing.

Saving and loading

If you choose the command 'Save' this will save your current position for future usage. You may return to this position by selecting 'Load'. Please note, this is a RAMSAVE, and is not saved to cassette or diskette, and so if you switch off your computer you lose your original position.

They say that life is but a game.
So welcome to the game...
Where you can live it;
Your life, that is.

MOBSTER

Moebster is fast, furious arcade strategy game set in the dog-eat-dog world of 1930s Chicago. As the boss of a small gang of disreputable thugs, your ambition is to climb your way up the slippery ladder of organised crime by taking on business opportunities, or should one say organised massacres that come in offer from day to day.

The strategy decision screens in Moebster are very user-friendly. They use a joystick-pointer system, so you just point and press to select an option.

Getting the scam

The game opens on the information screen. This does not allow you to input any commands, but just displays basic information about the game. Your gang starts with:

- 3 members
- 2 shotguns
- 18 rounds of booze
- 1 machine

The gang's overall income is £6, and each member is being paid £1.60 per day. Your total starting capital is £200.

Money makes the underworld go round. This is what you're trying to gain, and once you've got it, you can spend it on weapons, paying off gang members, new firearms to carry them, and booze which can be pushed at a profit or used.

To get money, you must take on one of the 'jobs' on offer, or sell some of your stock of booze. Every day, four different jobs are on offer. To view these, select the VIEW JOBS option using the pointer. A specimen job might read:

JOB AT TAKE OUT A MEXICAN MAFIA CLUBHOUSE PRICE: R100 ON 44TH STREET FOR \$2407.

Mafia hoods are moderately skilled and therefore hard to go up against. The other options are police, the most difficult, and custom, the least. The size of the operation; small, large, or major determines the number of snipers you must shoot to gain control and complete the job. The size, of course, varies with the difficulty of job.

BONUSES

If you complete a job, various bonuses may be awarded. Knocking over the booze ring, above, would award you extra booze. A protection racket will get you extra money, a headquarters, extra gang members and an operator on the weapons. You don't always get the bonus.

To accept a job, you select one from the View Options menu. Just point to the job you want and press fire. This menu also allows you to fire and sell booze and issue them to the gang, and purchase other things such as weapons and cars, providing you have the money. You can also increase the gang members' wages, if they are getting restless.

When you have selected a job, you can choose the resources you wish to devote to it, including gang members and funds. Remember you can only get six gang members in one time. You can also select how many weapons to use. These can be shotguns or submachine guns. Submachine guns can fire faster, but are more expensive and use up more

ammo.

Into Combat

After selecting and equipping your forces, you proceed to the combat choice screen. This allows you to Attack or Retreat. After every attack you return to this choice, but to attack you must have hoods and weapons left. Retreating without completing the job may badly affect morale.

Selecting Attack will get you into an arcade shoot-out. You will be faced with a wire of buildings, holding the operation you are trying to take out. The enemy snipers will pop up in windows and on roofs, and you must shoot as many of them as you can as fast as possible.

The targeting cursor is a circle controlled by the cursor. This is not the gunpoint, however. The sight is a set of cross-hairs which has a certain inertia - it may take some time for it to home in on the target, making life much harder.

Be careful not to waste ammo, as running out may lead to the loss of hoods and weapons. If the snipers are left standing for too long you may also take losses.

If you shoot enough snipes, you get paid... gang morale rises and you stand a 60 per cent chance of getting a bonus.

Keep the boys happy

Bear in mind that morale is crucial. If the gang's morale drops too low, the treacherous bunch may well shoot you in the back. At the very least, their performance drops. Morale may be preserved by paying higher wages, or issuing some of your stash of booze to the gang members.

Get the picture? OK, now off you go. Oh and remember - let's be careful out there!

SOFTWARE HOUSE

All the trials and tribulations of running your own software company. Can you be a successful director of all up and coming software houses? You have the program - now it's up to you. In this all we can give is the only of instructions! Yes, sure in

LIMBO II

We now present for your entertainment and amusement the updated version of Limbo (previously published on the VCD tapes), aptly titled Limbo II - Planet Ollies. As before, plug your joystick into port 2 to move Mothmaniac around each zone. The idea of the game is to clear all of the blocks off the squares whilst avoiding the Different guards. Contact with these or the normal background results in energy loss. Flashing squares will electrocute you. Blocks, with moving squares on them are random squares. If you move onto one of those and press the fire button, something at random will happen. It could be good, bad or extremely bad! Squares with moving arrows on them pull you off in that direction. That's all there is to it!

POPPED YOUR CASSETTE IN AND FOUND THAT IT DIDN'T WORK? THE CATS PEED ON THE COMPUTER OR THE TAPE IS FAULTY? IF IT'S THE LATTER, POP THE CASSETTE IN TO A JIFFY DAD AND SEND IT TO:

YC TAPE 12 RETURNS,
INTERCEPTER GROUP,
MERCURY HOUSE,
GALILEA PARK,
ALDERMaston BERKS.,
RG7 4QW.

WE'LL SEND YOU A
REPLACEMENT TICKET
SPLIT!



COMPETITION



5. 1ST PRIZES

TWO WONDERFABULOUS
CARDBOARD CUT-OUTS OF FLIMBO'S
QUEST AND NINJA REMIX THAT YOU
CAN STAND UP IN YOUR BEDROOM AND
MAKE ALL YOUR FRIENDS WEEP AND
WET THEIR PANTS IN JEALOUSY!
NOT ONLY THAT BUT THEY MAKE GREAT
FIRE FUEL!!

These two big and crunchy cardboardy things can be yours, honest! As modelled by the Bunko Cole brothers, Adrian and Mark.

THE TASK AT HAND

You have to get out your crayons and draw or paint a scene starring the Last Ninja. Don't worry if you can't draw as we'll be looking for originality in preference to artistic brilliance. It will be judged by Ric Henderson and Alan Lathwell (PC artist).

THE ADDRESS:

YC, 20 Potters Lane, Kiln Farm, Milton Keynes, MK11 3HF.

Remember, don't fold your artwork and make sure it's on plain paper!

All the normal compo rules apply! The closing date is 15th January 1991.

TWO GREAT WINNERS!



THALAMUS

ZANY!

ADDICTIVE!

WHACKY!

CRUEL! WILD!

IRRESISTIBLE!

FUN!

TEAR-JERKING!



CREATURES

CLYDE RADCLIFF EXTERMINATES ALL THE UNFRIENDLY, EXPLOSIVE EARTH-BEDDIN SLIME

By Apex Computer Productions

"My pick for 1990"

"Superbly thought out and nicely executed"

72.6% Gold Medal 94%

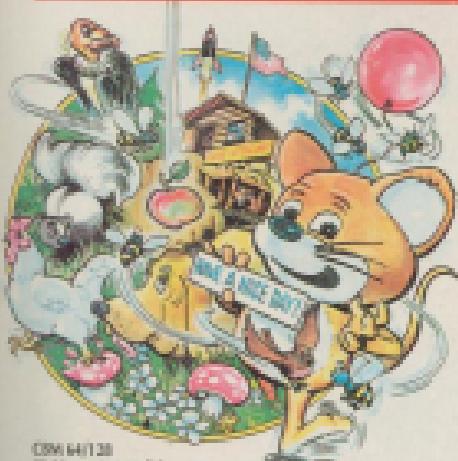
Voted YC FUN ONE 91%

CBM64/128

128K/300K £14.99/£16.99

Amiga and Atari ST £24.99

FREE!
A FUZZY WUZZY
IN EVERY PACK!



CBM 64/128
128K/300K £14.99/£16.99
Amiga
Atari ST £24.99

CUTE
AND
CUDDLY
CHAOS!

GET INVOLVED IN THE
CUTE-TEST CARTOON GAME THERE

Maximus Mouse has to retrieve the lost
Memoribilia for the grand Opening Day of
Summer Camp - but where is it?

Season after season of madcap antics,
addiction and the most opulent collection
of crazy, crazy but deadly characters you're likely
to find!

It's the arcade game that tickles your funny
bone but could wreck your vacation...!

Voted YC FUN ONE 95%.

SUMMER CAMP

By John Ferrari

REVIEW



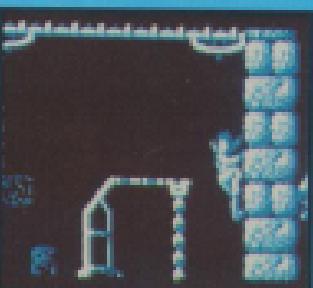
US GOLD
£9.99 Tape
£14.99 Disk

Strider is back with a capital 'B'. Not surprisingly, his way through this sequel to US Gold's latest, and possibly greatest, cold-cop conversion.

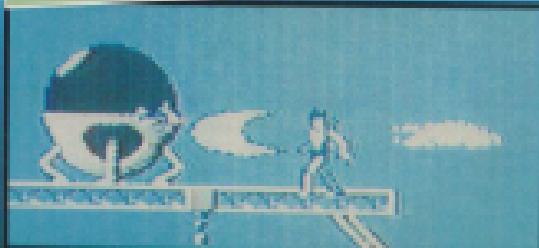
There's this guy, too, and he's well known for getting out his

bones from outer space, puffed down, flicked around a bit, and made off with some bont who just happens to look like Maria Whittaker. Now if this were THE Maria Whittaker we'd not even bat an eyelid, we might even have a secret party, but this gorgeous being in the flesh would just as happens to be one of the most influential world leaders on this planet.

Now you must put on your kyoto robes (is that why they call him Strider?) and rescue the fair maiden, otherwise the knitting club may yet to hear of your arrival.



STRIDE



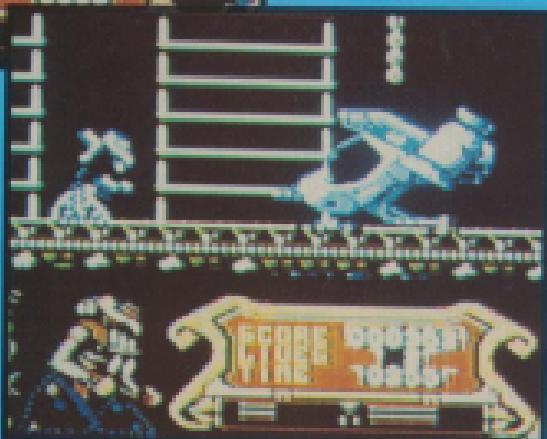
chopper in sticky situations, moving in front of himself and watching other people die in awe. This sort of behaviour would have been liable to get this fellow kicked away for the rest of his life if he wasn't (besides, the right of revenge and habitual racism) just even then had to perform a few "foursome" for the local constabulary.

One of the favours that he has been roped in to perform is under the certain promise to ignore his antisocial habits comes straight from the top, from the leaders of the world themselves. They seem to have gotten themselves into a bit of bother, because whilst they were arguing about a new world wide currency and who could have the last jam session, some big bug eyed

activities and ban you from the crooked circle. All you know though, is that she's being held on the planet Magenta, and she's at the end of five levels of growing pernicious.

The first level finds you in a forest where you have landed your transport and you must make your way to the first towers (the outer defence of the planet), which is the second, and you must progress through five areas of the planet in order to finally rescue the pretty politician.

Each level is HUGE and consists of an immense amount of mapping. Since the only way you'll complete it is by an after rule, there are tonnes of Magentians (?) to stop you from getting even to the local chip shop let alone all the way to the final



spacecraft, and even if you manage to navigate your way through them you have to face big manly and-o'-level guardians before you can progress. But Strider has a new power in the sequel, you see. If you collect the icons that are scattered around and you manage to collect enough of them, you'll transform into a big and mean, I'll eat your spleen, robot with extra firepower. If you don't then you'll probably fit into another one.

ER

afterwards, it's
one of dog
food).

Another
difference
between this
and the former
is that Strider now
possesses a gun

as well as his wobbly sword, which he can use when he is stationary, and sometimes it will be essential to use it. And as well as the little chaps' amazing acrobatic powers, he's able to scale walls and climb up ropes and chains too (pressing the button next to left) and you'll need to do this of that believe me!

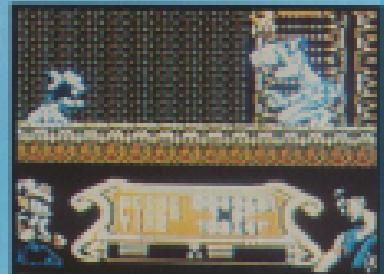
The major thing that Strider II retains from its original is the great, and smooth, perspective. There's nothing more satisfying than a quick

skorebox

	8		8
	9		9

overall

89



slash to surprise the opposition, and the sweep off hot laser fire bolting from your sword sparks any unwanted company. The graphics though seem to have changed quite dramatically and the colours aren't as pretty as Strider, although when you consider the fact that the levels are much larger than they were in the original you probably have your answer.

The first game was a Capcom coin-op conversion and the news is that this is going the other way round, it has been designed and programmed by Taito.



(responsible for 1,000s of games) and Capcom will be converting it onto an arcade machine.

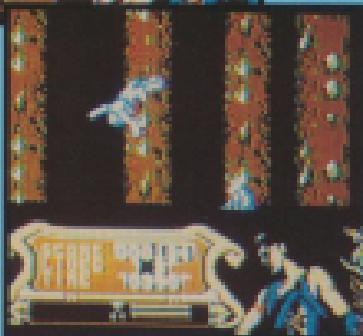
Although Strider II reminds me a lot of 'Uricahn' (and 'Uricahn 2') it has subtle differences that just beg fans of the original and anyone adventurous to buy it. It's a robot, it's cool, it's slick, it's smooth, it's clean, it's up-to-date and it's darn well proud to be that way.

Fax

Strider & Black Holes

Strider is another name for a pair of trousers, so in chess and pants.

Andy Stewart had a big hit with the song 'Dressed When You're Trousered' which was quite surprising because he'd spent hours trying, and people usually like their record sleeves grammatically correct.



STUCK ER?

GOT A PROB WITH THE GREATEST OR LATEST? CAN'T RELEASE THE DOOFER FROM THE OJAMAFILM? CONSULT EUGENE'S BIG BOOK OF SLIMEY TIPS AND YOU TRUBBES WILL BE OVER...

To ooze or not to ooze, that is the horrible messy glop on the floor. Oozin' Eugene once more gets out his big book of dodgy doings and shows

manage this task.
Captain Colossal - Two free games here.

General George - Your lips would have to be absolutely amazingly sticky for this. If so you'll find yourself on a stay out line inter-playing with the YG team.

Later on,

4. Build up your money in the easy early levels. Some creatures (like the egg of level 3) always give you money, while some like the small walkers of levels 1 and 3 only give you it a few times at the most.

5. Be careful; when you stuck, to release down before fire or bridges, etc. You could accidentally fall to your doom!

BEACH VOLLEY (Ocean)

OOZIN' EUGENE'S C

Jeremy
Beadle who is more
cunning...

Here we are again, with another set purr of excellent cheats to help those that haven't got the time to sit glued to their monitors all day, because they've just discovered other things like girls, boys, and others called Nigel.

And once again we see the format change a little, as the honourable table mentions the tipsters of the month, with some of their ugly monikers, and the prizes that they've won, allowing for the tips themselves to be free flowing.

RANKINGS

Private Pest - A badge and a chance to clean out Scum city's loots with a toothbrush awaits those who get this rating.

Corporal Crud - A T-shirt is the reward for the horious, generally without the sweet stains.

Sergeant Stink - A free game on cassette or disk is for those who

isn't a great game but never mind. When the computer serves to you 'dig' the ball towards your partner as normal, then run off to the left. The partner will help it towards you, but the landing cross should be outside the area. Let it land and the drift into gives a point to your side. Easy! On your serve the best thing to do is the jump serve, it occasionally beats the opposition (unlike the useless normal serve).

FLIMBO'S QUEST (System 3)

1. Of course the first thing to buy is the SUPER WEAPON. It lasts for the length of 1 life only though.

2. Buy at least one unit of time each level.

3. NEVER stand up for a SUPER SCROLL... If you do, and get past a today level like 4 or 5, you will be confronted by an even tougher one, with barely any time or money. Perhaps buy a normal scroll or two

BLASTBALL (YC Tape - April '90)

1. For the later levels an enlarged bat is essential.

2. Be careful from changing from enlarged bat to being small (which can be disastrous).

3. When aiming a caught ball don't take too long or the ball will fly off on its own accord.

4. The later can shooting otherwise indestructible blocks, useful for getting to others behind it.

DRAGON NINJA (Imagine)

1. The jump then kick is utterly brilliant for end of level battles (all of them). Repeatedly use it and they won't stand a chance.

3. If you keep using a certain movement, some baddies will get close to it and have to defend them from it. Change your attacking movement now and again.

3. In the final level, on the helicopter, don't fall off or do a high jump. Similarly, don't go off the truck or the train, or there goes some energy.

4. Turn off the computer before the end screen comes up. It is so disappointingly pathetic, you'll throw up.

PIPEMANIA (Empire)

Here are some codes:

L5 - MAHA

L9 - GRIN

IMPOSSAMOLE (Gremlin)

Get a high score and enter your name as JULIUSLDR. Then play the game again and when you get a high score, enter your name as one of the following:

HEART - For three weapon power bars.

ARMEDFRANK - For a few energy bars.

LUMGJAK - For double length energy bars.

NINJA SPIRIT (Activision)

Type VODKA on the title screen for infinite lives.

KENNY DALGLISH SOCCER MATCH (Impressions)

Turn off your computer before you throw up.

CHAMBERS OF SHAOLIN (Grandslam)

On the swinging ball round, go to the right of the screen.

SCUM OF THE EARTH

- L13
- REAP
- L17 - SEED
- L21 - GROW
- L25 - TALL
- L29 - YALL
- L31 - SHELL

TEST DRIVE 2 (Accolade)

Press 'G' while driving along to advance levels. The cheat does not work if you press 'G' while stationary.

X-OUT (Rainbow Arts)

Press escape while playing on a level when you have low energy and you jump to the next level's shop and start the next level with full energy.

DELIVERANCE (Hewson)

To get onto levels 3+4, load them in after 1+2 and type in PLUMAROOS. This enables you to start level 3 with 7 lives and 22 fauna.

To get onto levels 5+6, load them in after 3+4 and type in ASGOFPAZ. This enables you to start level 5 with 8 lives and 21 fauna.

INTERNATIONAL 3D TENNIS (Palace)

When you are serving hit the ball too far on your first serve. The computer will usually miss the ball on your second serve. N.B. This cheat will not work in the finals.

Move around kicking the air and the ball will soon start to move. Kick the air and the ball soon knocks the door down to block one water pipe.

ALIENS (US VERSION) (Alternative)

When you are asked your status code enter:

55001D - To get to operations.

66001D - To reach the maze.

88001D - To reach landing bay.

Note I didn't include the last code, that would make it too easy.

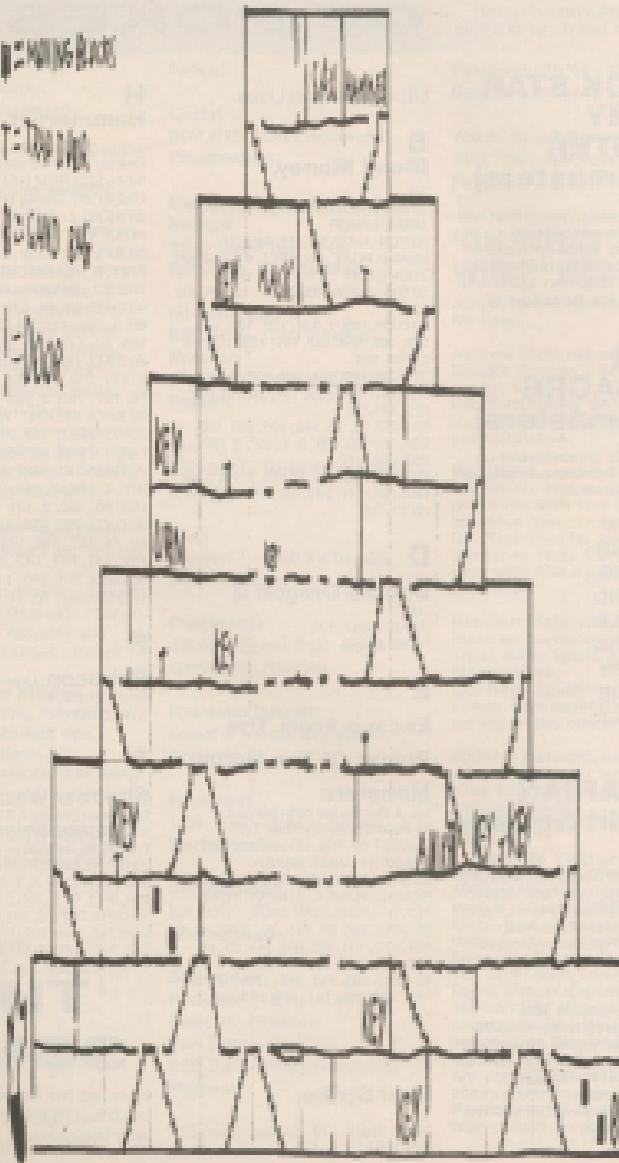
NEMESIS (The Hit Squad)

At title screen hold down SHIFT and press SPACE until a 'C' appears at the top of the screen, you will then be invincible.

CHEATS

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100	101	102	103	104	105	106	107	108	109	110	111	112	113	114	115	116	117	118	119	120	121	122	123	124	125	126	127	128	129	130	131	132	133	134	135	136	137	138	139	140	141	142	143	144	145	146	147	148	149	150	151	152	153	154	155	156	157	158	159	160	161	162	163	164	165	166	167	168	169	170	171	172	173	174	175	176	177	178	179	180	181	182	183	184	185	186	187	188	189	190	191	192	193	194	195	196	197	198	199	200	201	202	203	204	205	206	207	208	209	210	211	212	213	214	215	216	217	218	219	220	221	222	223	224	225	226	227	228	229	230	231	232	233	234	235	236	237	238	239	240	241	242	243	244	245	246	247	248	249	250	251	252	253	254	255	256	257	258	259	260	261	262	263	264	265	266	267	268	269	270	271	272	273	274	275	276	277	278	279	280	281	282	283	284	285	286	287	288	289	290	291	292	293	294	295	296	297	298	299	300	301	302	303	304	305	306	307	308	309	310	311	312	313	314	315	316	317	318	319	320	321	322	323	324	325	326	327	328	329	330	331	332	333	334	335	336	337	338	339	340	341	342	343	344	345	346	347	348	349	350	351	352	353	354	355	356	357	358	359	360	361	362	363	364	365	366	367	368	369	370	371	372	373	374	375	376	377	378	379	380	381	382	383	384	385	386	387	388	389	390	391	392	393	394	395	396	397	398	399	400	401	402	403	404	405	406	407	408	409	410	411	412	413	414	415	416	417	418	419	420	421	422	423	424	425	426	427	428	429	430	431	432	433	434	435	436	437	438	439	440	441	442	443	444	445	446	447	448	449	450	451	452	453	454	455	456	457	458	459	460	461	462	463	464	465	466	467	468	469	470	471	472	473	474	475	476	477	478	479	480	481	482	483	484	485	486	487	488	489	490	491	492	493	494	495	496	497	498	499	500	501	502	503	504	505	506	507	508	509	510	511	512	513	514	515	516	517	518	519	520	521	522	523	524	525	526	527	528	529	530	531	532	533	534	535	536	537	538	539	540	541	542	543	544	545	546	547	548	549	550	551	552	553	554	555	556	557	558	559	560	561	562	563	564	565	566	567	568	569	570	571	572	573	574	575	576	577	578	579	580	581	582	583	584	585	586	587	588	589	590	591	592	593	594	595	596	597	598	599	600	601	602	603	604	605	606	607	608	609	610	611	612	613	614	615	616	617	618	619	620	621	622	623	624	625	626	627	628	629	630	631	632	633	634	635	636	637	638	639	640	641	642	643	644	645	646	647	648	649	650	651	652	653	654	655	656	657	658	659	660	661	662	663	664	665	666	667	668	669	670	671	672	673	674	675	676	677	678	679	680	681	682	683	684	685	686	687	688	689	690	691	692	693	694	695	696	697	698	699	700	701	702	703	704	705	706	707	708	709	710	711	712	713	714	715	716	717	718	719	720	721	722	723	724	725	726	727	728	729	730	731	732	733	734	735	736	737	738	739	740	741	742	743	744	745	746	747	748	749	750	751	752	753	754	755	756	757	758	759	760	761	762	763	764	765	766	767	768	769	770	771	772	773	774	775	776	777	778	779	780	781	782	783	784	785	786	787	788	789	790	791	792	793	794	795	796	797	798	799	800	801	802	803	804	805	806	807	808	809	8010	8011	8012	8013	8014	8015	8016	8017	8018	8019	8020	8021	8022	8023	8024	8025	8026	8027	8028	8029	8030	8031	8032	8033	8034	8035	8036	8037	8038	8039	8040	8041	8042	8043	8044	8045	8046	8047	8048	8049	8050	8051	8052	8053	8054	8055	8056	8057	8058	8059	8060	8061	8062	8063	8064	8065	8066	8067	8068	8069	8070	8071	8072	8073	8074	8075	8076	8077	8078	8079	8080	8081	8082	8083	8084	8085	8086	8087	8088	8089	8090	8091	8092	8093	8094	8095	8096	8097	8098	8099	80100	80101	80102	80103	80104	80105	80106	80107	80108	80109	80110	80111	80112	80113	80114	80115	80116	80117	80118	80119	80120	80121	80122	80123	80124	80125	80126	80127	80128	80129	80130	80131	80132	80133	80134	80135	80136	80137	80138	80139	80140	80141	80142	80143	80144	80145	80146	80147	80148	80149	80150	80151	80152	80153	80154	80155	80156	80157	80158	80159	80160	80161	80162	80163	80164	80165	80166	80167	80168	80169	80170	80171	80172	80173	80174	80175	80176	80177	80178	80179	80180	80181	80182	80183	80184	80185	80186	80187	80188	80189	80190	80191	80192	80193	80194	80195	80196	80197	80198	80199	80200	80201	80202	80203	80204	80205	80206	80207	80208	80209	80210	80211	80212	80213	80214	80215	80216	80217	80218	80219	80220	80221	80222	80223	80224	80225	80226	80227	80228	80229	80230	80231	80232	80233	80234	80235	80236	80237	80238	80239	80240	80241	80242	80243	80244	80245	80246	80247	80248	80249	80250	80251	80252	80253	80254	80255	80256	80257	80258	80259	80260	80261	80262	80263	80264	80265	80266	80267	80268	80269	80270	80271	80272	80273	80274	80275	80276	80277	80278	80279	80280	80281	80282	80283	80284	80285	80286	80287	80288	80289	80290	80291	80292	80293	80294	80295	80296	80297	80298	80299	80300	80301	80302	80303	80304	80305	80306	80307	80308	80309	80310	80311	80312	80313	80314	80315	80316	80317	80318	80319	80320	80321	80322	80323	80324	80325	80326	80327	80328	80329	80330	80331	80332	80333	80334	80335	80336	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CHEATS



REV

REVERSE

T: DOWN

L: HOLD R:

KEY

CHEATS

INTERNATIONAL KARATE + (System 3)

Before you play read the high score table and do what it tells you.

A ROCK STAR ATE MY HAMSTER (Codemasters)

For a very cheap game that will soon achieve success by giggling, load 'Sydney Sparkle' from the data tape, rewind the tape a little, load him again and repeat until you have four of him.

NINJA MASSACRE (Codemasters)

Now that this is released on the Quattro Combat compilation, here are the codes:

L5 - SNOW
L10 - BEER
L15 - STAG
L20 - BARD
L25 - HOLE
L30 - HUGE
L35 - EASY
L40 - WIDE
L45 - COLA

BARBARIAN (The Hit Squad)

Hold down the LEFT ARROW, CTRL, RUN STOP, SHIFT LOCK, COMMODORE KEY, and SHIFT all at once with the palm of your hand. Then press and keep depressed! If you can reverse your other hand! See what happens...

Loads more codes and listings. If they have an SYS number then you'll only need to reset your machine with a reset switch. If not you'll need a cartridge. If it's a listing, type it in after you've reset the game.

THE YC A TO Z OF POKEs

UL = Unlimited Lives

B

Blood Money,

UL
10 REM BLOOD MONEY CHEAT BY JAMES BAKER
20 FOR J=0 TO 400:READ I:
M=I\H:POKA A, I:NEXT I:IF M<>0220
THEN STOP:
30 SYS 62886:POKE 727,126:POKE
726,1
40 DATA 169, 1, 141, 137, 162, 161,
178, 162, 162, 141, 138, 162, 161,
162, 162, 162
50 DATA 167, 234, 162, 208, 4, 162, 4,
164, 167, 168, 222, 141, 78, 72, 169,
162, 141, 80
60 DATA 72, 78, 142, 162, 201, 162,
208, 16, 176, 168, 8, 4, 167, 9, 162,
202, 208, 207
70 DATA 168, 172, 8, 163, 1, 78, 3, 80,
169, 168, 141, 247, 80, 141, 131, 80,
78, 81, 207

D

Double Dragon 2

UL
POKE 4402, 173
POKE 4403, 173

E

Escape From The Planet Of The Robot

Monsters,

UL & Bonus for both players
10 REM ESCAPE FROM THE
PLANET OF THE ROBOT MONSTERS
CHEAT BY JAMES BAKER
20 SYS 62886:FOR A=504 TO 584:
READ I:POKE A, I:NEXT I:POKE
717, 2
30 DATA 169, 98, 141, 93, 3, 32, 52, 3,
169, 173, 141, 88, 168, 141, 25, 56,
169, 240, 141, 228
40 DATA 168, 141, 245, 178, 168, 1,
141, 208, 168, 141, 246, 170, 168, 1,
128

F

First Strike,

UL
POKE 38016, 173
SYS 2051

H

Hammerlist, Unlimited

Energy & Armor for both characters
10 A=620:REM HAMMERLIST
CHEAT BY JAMES BAKER
20 READ Z: IF Z>0 THEN
POKE A, Z: A=A+1:GOTO 20
30 SYS 629: FROM QUANTITY
ERROR MESSAGE CHECKSUM
FAILED - CHECK LISTING
40 DATA 20, 44, 247, 162, 18, 142,
82, 3, 232, 142, 64, 3, 32, 168, 248,
169, 32, 145, 233, 14
50 DATA 168, 64, 141, 234, 16, 168,
2, 141, 235, 18, 162, 157, 168, 158,
18, 167, 168, 2, 262
60 DATA 238, 247, 168, 168, 141,
26, 3, 268, 2, 241, 21, 3, 208, 264,
141, 13, 230, 72, 168, 20
70 DATA 141, 248, 2, 168, 82, 141,
241, 3, 169, 2, 141, 242, 3, 164, 82,
168, 83, 162, 2, 241
80 DATA 228, 238, 142, 229, 238,
88, 78, 157, 168, 168, 168, 141, 87,
151, 141, 143, 162, 143
90 DATA 214, 142, 141, 141, 143, 143,
141, 88, 148, 78, 81, 260,-10557

R

RoboCop, Unlimited Energy

POKE 4416, 0
SYS 22768

S

Shadow Warriors,

Unlimited Energy & Time
10 REM SHADOW WARRIORS HACK
BY JAMES BAKER
20 SYS 62886:FOR A=0 TO 102:
READ I:POKE A, I:NEXT I:POKE
681, 2
30 DATA 169, 98, 141, 93, 3, 32, 52, 3,
169, 185, 141, 113, 138, 168, 170,
141, 168, 171, 78, 8, 8

THE SCUM

Here are the scum who contributed this month, along with their ranks:

Private Ali Isla
- Impossible tip.
Private Ross Gammell -
Barbarian tip.
Private Andrew Styles - Double
Dragon 2 pokes.
Private Johnathan Webster -
Ninja Massacre tip.
Private James Wilby - Test
Drive 2 tip.
Sergeant Jamie Baker -
Shadow Warriors listing,
Escape From The Planet Of
The Robot Monsters listing,
Klax tip, Hammerfest listing,
Blood Money listing, First
Strike pokes, RoboCop pokes.
Sergeant John F Glynn -
Deliverance tip, International
3D Tennis tip, Ninja Spirit tip,
Kenny Dalglish Soccer Match
tip (short), Chambers Of
Shaolin tip.
Sergeant Howlin' Mad Mick -
Aliens tip, Nemesis tip, IK+ tip,
Rock Star tip.
Sergeant Chris Nolley - Count
Duckula map, Deacons map.
Sergeant Ben Rotunda (no
promotion this time) - X-Out
tip.
Sergeant Craig Stewart -
Beach Volley tips, Flimbo's
Quest tips, Blastball tips,
Dragon Ninja tips.
Your goodies are on their way!

ALIEN SCUM MEGA FIENDS FROM HELL

The high score bit...

Banuk Knights
Sally Barn - Carl Besson,
Preston

Barbarian
14,350 - Ross Gammell,
Harrow

Batman The Movie
616,420 - Andrew Main,

Falkirk
Gabai
209,615 - Ben Rotunda,
Cheltenham

**Emlyn Hughes International
Soccer**
19-3 (skill 10) - Ben
Rotunda, Cheltenham

Ghostbusters
\$60,500 - Carl Besson,
Preston
\$53,600 - Andrew Main,
Falkirk

IK+
\$68,000 - Ross Gammell,
Harrow

Klax
Wave 17 - Ben Rotunda,
Cheltenham

Pipomania
\$6,070 (level 21) - Ross
Gammell, Harrow

Rainbow Islands
Level 4 - Carl Besson,
Preston

Red Heat
123,833 - Adam Twiss,
Portsmouth

Salamander
\$3,000 - Ben Rotunda,
Cheltenham

Starquake
Finished (10%) - Carl
Besson, Preston

The Untouchables
\$26,730 - Ross Gammell,
Harrow

Willow Pattern

Finished (80%) - Carl
Besson, Preston

Yogi's Great Escape
190,700 - Andrew Main,
Falkirk

'OH WHAT A WIMP' HELPLINE

All the following have asked
for help...

Andrew Main asks for help for
Double Dragon 2 (level skips,
pokes, etc.).
OE: Fortunately we've printed
a page Andrew, that'll solve
your anomalies.

Barry Brett required a tip for
Barbarian, and is having
problems with Ace 2 and Time
Machine (the doses).
OE: There's a tip above for
Barbarian. Sorry, can anybody
help with Ace 2 and Time
Machine?

Kouroush Major needs a few
hints on Barbarian II, Black
Tiger, Ninja Spirit, and
Mars Attacks.
OE: Ninja Spirit has a tip
above. Can anybody else help
on any of the others?

Matthew Harrold, among many
others is looking for help on
Kron (the cover game a couple
of issues back).
OE: I'll ask Paul if he can help
you out.

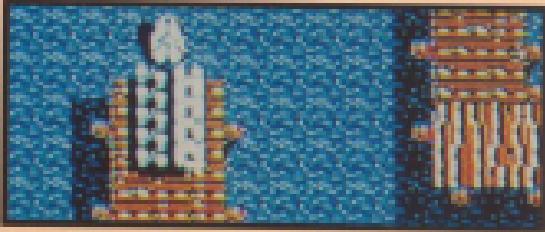
And that's it for this box of
cheesy nibbles. Remember, if
you've got any ORIGINAL
hints, tips, or pokes, drop
them to me at: **Oozin'**
Eigenholt Scum of the Earth,
90, 28 Potters Lane, Kite
Farm, Milton Keynes, MK11
2NP. All tips should be
accompanied with a photo of
yourself as they might be
ignored otherwise. Any that
are unreadable will find a
cosy home in the bin.
Remember we need loads of
high scores so send 'em in!



DOMARK

£9.99 Tape,
£14.99 Disk

He's sleek, hair smooth, his back, and he's got spiffle all around his gols. His enthusiasm at the prospect of playing the part of 007.



THE SPY WHO

OKAY I'll admit it. When I was just a mere seven years of age, my uncle and aunt dragged me down to a dodgy cinema in Hackney to see this movie. Just as I was getting into it the projector broke down and we were all ejected from the premises with our hardened money clutched in our grubby fists. It wasn't for yonks and yonks that I got to see the whole film, and it's a bit of a stinker too.

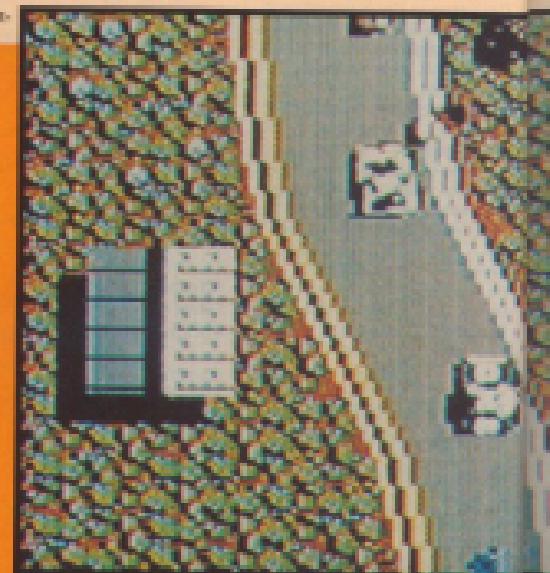
It's a shame that the game isn't quite as good. This is probably due to the fact that we've seen it, played it, done it all before, and about six years ago as well. You see, Spyhunter was a really corking game in its day, and if it were to be updated it would need a fair amount of work to make it as good as the current batch of arcade games that are flooding the Christie market. *The Spy Who Loved Me* has more in common with Spyhunter than the next '007', and unfortunately it is not even its playable as the uncut classic let alone being a worthy brother version.

But you may not have encountered Spyhunter in the past so I'll give you an idea of what the gameplay is like. You are a car (or a boat, or a jet sled) and you progress up a vertically scrolling screen whilst trying to keep to the road, or avoiding the water hazards. You must also collect icons on the way (10 icons as I recall) and avoid the usually enemy cars who are trying to stop you.

If you collect enough icons, you can roll into the '10' track, that appears on screen every so often, and you can buy extra machinery things for your car. If you collect

sixty-five of the little buggers you can buy disturbance capability for your car, which allows you to access the shoot-

er-up part of the game (the only variation in the gameplay). You must eventually get this, and if you haven't

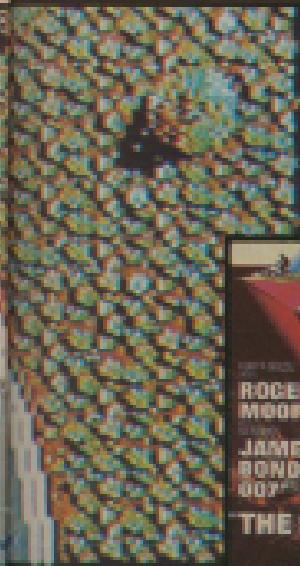


SAMURAI
700 IS
000 10166



LOVED ME

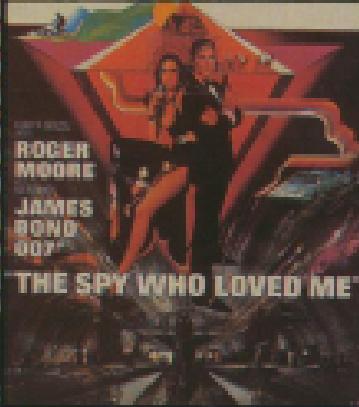
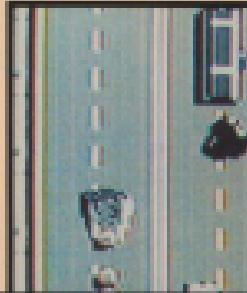
enough rooms. By the time the added entry point appears the road winds around and you start getting



WEED 5518
3 81 115 59 183

caused in circles until you do collect them.

It's based on the movie in a very shallow respect. The car sequence



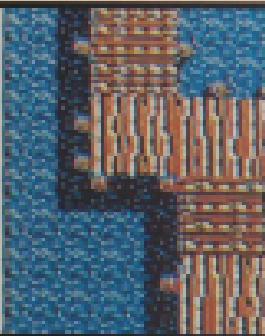
Fax

Half Time Sub

Without 'Ball Capability' it is not a very good idea to drive your dad's Socceroo into the Threesies. For a start you'll scratch the paintwork, and you could be very embarrassed when like fish stick cooking Skoda jokers.

Also never go around saying "my name's Bond, James Bond", unless your name really is James Bond, otherwise you may find your goals on the end-of-match Skoreboard foot.

After but a minute part of the fun, yet that is what the game concentrates upon. Although The Spy Who Loved Me is not a bad game in any definition of the word - the graphics are well-drawn though the scrolling is



very jerky, the action is pretty fast, and the sound is boosted by an excellent version of the Bond theme, add style - it is overshadowed by former Bond games (License To Kill, Live And Let Die) and this game has been done oh so many times.

skorebox

6	7	8
9	4	7

overall

78

27



SYSTEM 3

\$39.99 Tape,
\$44.99 Disk,
\$44.99 Cart

Ninja would. High kick, low kick, smash 'em and log off! His shoes don't blister, that they will be the only breakers around...

NINJA

RE-MIX

New this game is not an entirely new one, we'll get that straight from the start. System 3 claimed that The Last Ninja 2 was mega-mindlessly good game and it is not right that it has been taken from the shelves so that new console kit owners can't buy it now. And that is the essential reasoning around the decision to release a "tweaked" version of the classic, and creators of the Last Ninja 2 must not be confused into thinking that this is a new Ninja game.

All said and done though, I'll review this like any other because... cause all we've never reviewed the original, b/c it's absolutely shonky in every respect, and c) because I want to and I'll sit in the corner sobbing until you let me... (Half an hour later, cause of "c")... you can review it" come from the readers)... So...
The game plays pretty much the same way as a movie would be, and the plot was dismissed similarly, and you get the feeling as if you are really participating in the action as you see it. This is helped by the 3D-those-left-hand-corner perspective, which adds a new dimension (literally) to the tied and twisted

typical beat-em-up, and there is a lot of ground adventuring to be done too.

You see, you are Amakuni and you've been swiped by the gods and placed in Minanara (in a punt primarily) so that you can hunt down the evil Shogun Kintoki and kick his head in. But all of your

Fax

Bare Facts:

My grandad was so hard that he could kill a man with his bare feet, unfortunately he was bitten up one day as he was trying to get his shoes and socks off. (This is such an old joke that if we ever hear it again your gangsters will be kicked off by the Welsh rugby team - The Raiders).

Ninja (guide and art) will be called for because you've got no weapons whatsoever, and there's loads of police around that are on the Shogun's payroll, and they have no qualms about giving you a good

skorebox

6	10	10
9	8	

overall

96

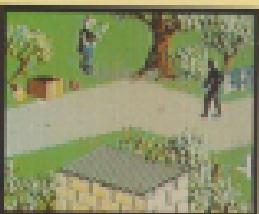


Thinking...

So you must explore the park to find objects that you'll need on your quest, while you are having a bit of a tussle with the local constabulary, and eventually find this son.

The game is in six parts (six levels on everything but cartridge), each of which with loads of enemies to be decapitated, and tonnes of puzzles, easy and hard, to be completed. Not only must you pick up the objects that are scattered around (some are well hidden), you must also use them at the right times, and in the right way.

The graphics are STILL... incredible, and the presentation has been vastly improved - the game's intro is gorgeous. The Last Ninja 2, and now Ninja Remix was, is, and until The Last Ninja 3 is released, always will be the best arcade adventure available. It appeals to many different sorts though, so if you want something more than the average shoot-em-up you can't go wrong with Ninja Remix.



4 FOOTBALL FANATICS

4

POINT BREAK

SOCER MANIA

4

GRAPHICS

BRUNNEN 2

COMPILATION



REFERENCES

An all-time great from
Kodak. The combination
of the world's greatest
optical expertise, proven
state-of-the-art materials,
choice of formats, and
superior craftsmanship
make Kodak cameras
the best cameras in the
world.



control although you do
a lot of other things.
I think we've got
to move away from
being the kind of
Government it.

Recreational Resources
Regional and National
Areas of the International
Area with a World
Class Game from Many
Places. This will be the
classical field year in
marking the national
game with sporting
activities.

Football **skills** **and** **speed**
Football **drills** **and** **exercises**
that **will** **challenge**
your **skills** **and** **improve**
the **kick** **off** **skills**
fastness, **the** **corner**
kick **and** **block** **skills**
as **well** **as** **all** **the**
pitch, **you'll** **play** **far**
much **faster** **than**
anyone **else**.

Armenia
Azerbaijan
Bulgaria
Croatia
Cyprus
Hungary
Iceland
Italy
Latvia
Lithuania
Malta
Montenegro
Romania
Slovenia
Spain
Ukraine

ANNE'S PROSE

Addictive
LIVE THAT DREAM

LETTERS

POST APOCALYPSE

It's time for munchy plasma enemas, for the moany gits anyway! PA probes once again the big bag of YC mail...

PAP GROUPS

I would like to say how great your mag is! Well, I just did.

But not everything in the world is so great, I am sorry to say. When I buy my mag I expect computer things. Why do I find stupid pop groups featured in the mag when it's supposed to be for computers only?

Please do something about it as I buy it for my computer.

Tell any pop-groups to go and see the producer of *Brass Tacks*. Thank you.

Adolphus Okalish, somewhere on this far-angled planet!

P.S. The reason you find pop groups infesting those hallowed pages is because if you concentrated solely on computer things your joystick would get wet and your pixels would melt. The occasional dive into the real world is a laugh too, what pun?

A QUICK POKE

I have just tried the pokas from "Apex" in the September issue of YC. I am utterly farcical.

This guy "Uppie" earned himself lots of goodies which you kindly sent him for a load of tips which just don't work. When I first saw his tips I thought "great", some games I have

still yet cracked were included and I would have them beat in half an hour! But looking at the given "E&B" address I thought they looked like an unusual place to initiate machine codes. I was right, it is pretty obvious this guy has just written anything, without even attempting to give instructions.

How can you prevent this? He is bringing down the standard of your mag, confusing other readers and being rewarded in the process!!!! Pain enough, I only tried six of his tips, but come on, its all of six mistakes adds up to 180% rubbish. Is this guy really this bad or can Zzapprogs not read? I am sure I speak for all your readers.

Respectfully, Adam Miller, Sanderson PS. Is *Open*? Eugene ready? Eugene Lavery from Zzap?

Mr Grace says that he's looking into it, and his newly trained hacking bantams will be vigorously checking every tip we receive in future, so it's not worth sending in tips that you know not to be genuine. And as, he's not Eugene Lavery (so) Zzap member, and what is Zzap anyway?

A FAIR KOP

Hello, you have never had a letter from me before, I'd just like to say that Rik is a great man who supports the skillful, undefeated, and the one and only team in the League, LIVERPOOL!

I bought YC last year and have bought it ever since, it is good. The tape is still and well worth the cash. The mag itself needs more tips and a clever contact page, I would be interested in starting the rev. I have completed 1 part them on the CC page, please (if you want) add those grants.

J2222, 881 KAA OF AGGAR, ZAK, MICKRACKEN, HOLY GRAIL, NEVER ENDING STORY, KENTILLA, CRICKET CRAZY, HOGGIE & FOOTBALL FRIENDY.

Also can you tell me when these

games are going to be released on the C64 please: Liverpool FC, Mean Streets, Indiana Jones, Grappler, Adventure, Player Manager, I will be thankful.

Peter J.P. Lewis, Bedford, Middlesex

PS. Do you think CMX (or 128k) will live forever? I think so.

PS: No CC page is likely, but Paulie Babes has completed every adventure game ever anyway probably, so those that need help should write to him at the regular address. But your knowledge will be required if anybody should wish tips for any of the above games.

Liverpool FC is not likely to be released.

Granddad went under in shambles really so Rik gave it away back in January and liked it a lot. Main Street is out (we reviewed it a few issues ago), and the others will never make it to the screen.

PS. CMX

live forever? Rik has just had to bury his humble cassette in the YC back yard, and it was only an infant but a miserable year of age so they don't live forever, they all die sometime.



YOU WHAT?

What cartridge do I buy?

John Ross,
Forest Hill,
London



P.S. Errm... I really depends on what you want to do with it mate! If you want to turn your console into the GIGI, then you'll need the QIGI expansion kit, available at many dealerships for only about 10 quid! If you want to enter

poker without SYB numbers, you should get yourself any of the commercially available carts (Power Cartridge, Action Replay, etc.).

TWIN FREAKS

After reading your article on software piracy which was well pointed out, I think you are right, it's not fair. I think the main罪 is partly with public libraries, which lend games out, and people are copying them on their tape machines.

Also, when I write a decent letter to a magazine, I do not expect to be insulted in it. I read in your magazine (Oct - Post Acropolis, Multicade...) it's no use putting a reply in your mag for this lot to see, as I have cancelled my order for FC.

G. McLean, St. Helens

P.S. Another, in little words, pretty weakness against the way he was treated. And what's the point in writing if you can't stand a little constructive criticism (offered by my half-assed, Post derogated). Anyhow, we've decided to shop you to the Federation Against Software Piracy for knowing how to copy games from many private copies I have got in your collection).

SUPERMAG

I am writing to suggest that YO does a C64-686 version, seeing that all the cartridges will work on all the ordinary C64s (and C128s for that matter) out in the wide world!

And also I think that YC is the top C64 mag available in the sprawling metropolis of (West) Blighty.

Richard Jenkins, Andover, Hampshire

PS. I think that YO should have a mail order service.

PPS. The Purple Fishlord of Cour is strange.

PPP. This bit of Spain is a doozy.

PPPP. You are impudent! Go to France!!!

PA: So you want a C64-686 section eh? Just as well 'cause in our brand spanking new look January first birthday extravaganza, there's about 10 pages dedicated to the C64s, and likewise in every issue on...

PL: We're working on it. Now about a formal order service?

PPP: Pixy says "Thanks".

PPPB: The bit of Spain is on holiday at the moment in Hamburg, but'll be back soon.

PPPP: I'm not THAT important, I can last about five seconds before I shoot the rest of the bus queue.

Don't forget, if you wish your letters to be delivered by the man with less charm than Bernard Manning's genital area, send them to

POST APOCALYPSE,
YC, 20 POTTERS LANE,
KILN FARM, MILTON
KEYNES, MK11 3HF.

The winner of the Letters of the Month award in future will win a copy of the game with the highest score that month, and every letter printed will receive a Post Apocalypse badge.



LETTER OF THE MONTH!

JOLLY HOCKEY STICKS

In your radical October edition I noticed that your YC reader's survey said that only 4.3% of your readers are female. Well I'm proud to say that I am one of the 4.3% who read this well ace mag, so I thought I'd write to you and tell you that I'm not pleased.

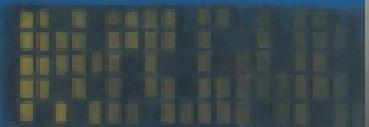
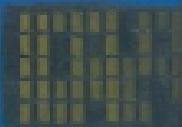
Nearly every one of your editions has reviews or ads about football games. I do enjoy football and I read these reviews but my favourite sport is hockey. Do you know if there are any hockey games for the C64? If so, could you review them? After all I do go to a real lot of trouble to get this mag 'cause it's real hard to get ya hands on down here in the very south west. Apart from that I think your mag is what we surfers call 'mellow'. **Emma Pritchett, St. Ives, Cornwall**

PS: How come only 4.3% of your readers are female but 6.8% wear kinky lace knickers (and I am not one of the 6.8% either). This is weird and so must be some of your male readers.

PA: We only review predominantly footy games 'cause companies tend to only release that sort of thing. As for hockey games, come on be sensible. Would a game that features 22 men or women running around on a bit of grass, hitting a small ball (but mostly smacking the heck out of each other) with big wooden sticks, be a success? Err... You probably! There isn't anything at this time though. There's a few games based on surfing.

PL: The fact that a few lads wear kinky lace knickers is not weird to me. I wear a leather costume, with studs (on the inside).

Y G
P-A-R
O S T



YOINKS- COMIC

YC

FREE WITH

DECEMBER '90

FLAME HEAD HOT TO TROT

OOZIN' EUGENE

HELLZA POPPIN'

POST APOCALYPSE MAIL CHAUVINIST PIG!

IT'S RAD OR WOT?

QUICK-SEAL UP YOUR LETTERBOXES, IT'S... 'POST APOCALYPSE' IN THE SECRET ORIGINS OF

POST APOCALYPSE

"THEY SAY IT LONELY NEVER HAPPENED."

"IN THE FLESH, BABY!"

LOL, A.D.P. IS THE DARK AGE OF MAN...

WE TURNED THE BLISTER INTO A...

WHO DID THAT?

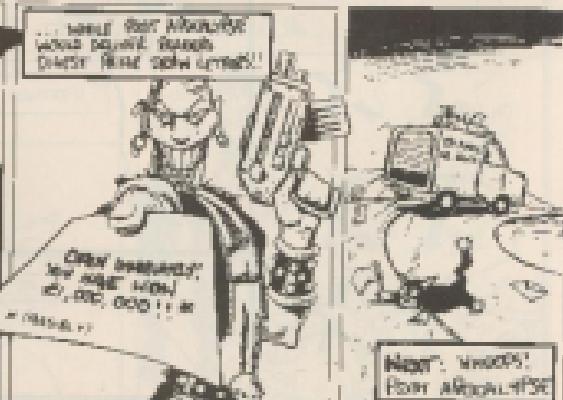
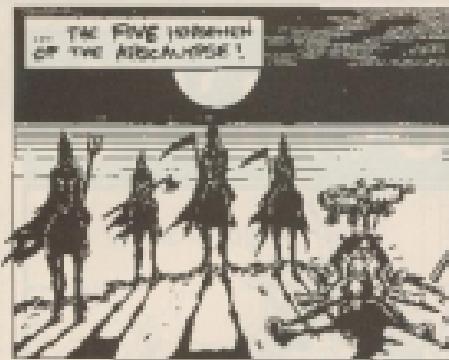
OM, THAT'S MY FEET!

...THE DEAL DECIDED TO SLIGHT MAN'S DESTINY...

Hmm, I think I'll slight man's destiny today.
THAT'LL ANNOY HIM!

...WITH THE WEIGHT OF FIVE TEAR-AWAY GLOVES...

OM, THE MAD!



WORDS : GENE KEEHNER ART: ALAN CATHWELL PLETTERS: GUY HENDERSON

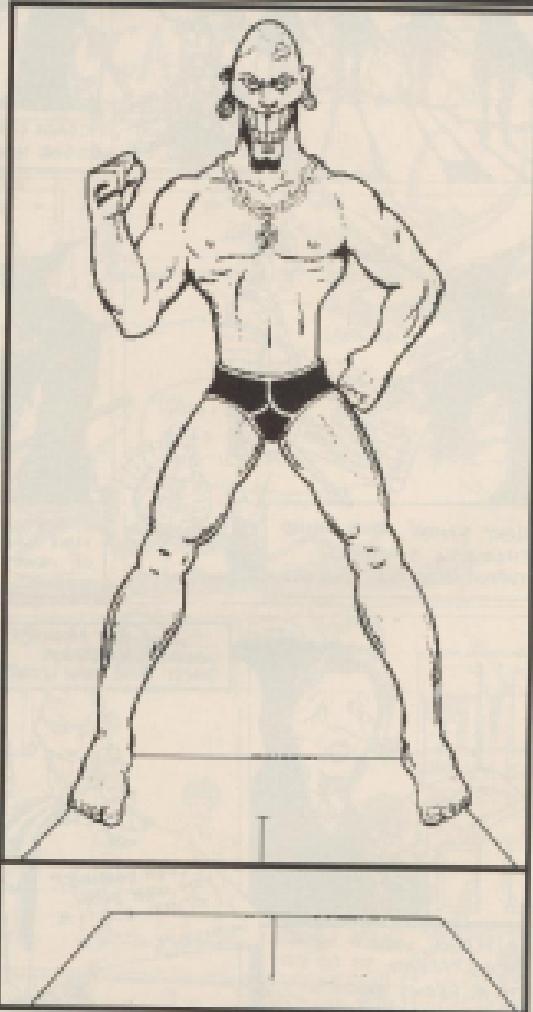
POST APOCALYPSE

CUT-OUT AND CLOTHE SUPERSTAR!!!

Photocopy Posty and all of his wardrobe and stick them all onto the back of a cereal packet or other form of cardboard.

Now you can stick the clothes on the maniacal mailman in order for him to avoid the cutting winter wind.

If you're so inclined, you can even get your crayons out and colour everything in!!



FLAMES TIPS

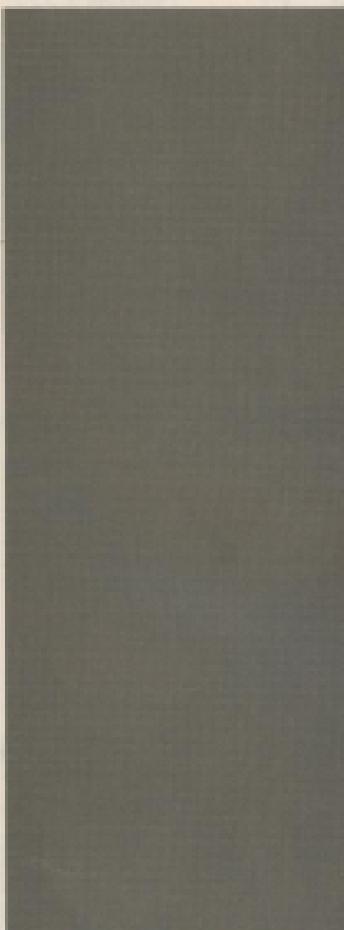
#1 - IN THE KITCHEN

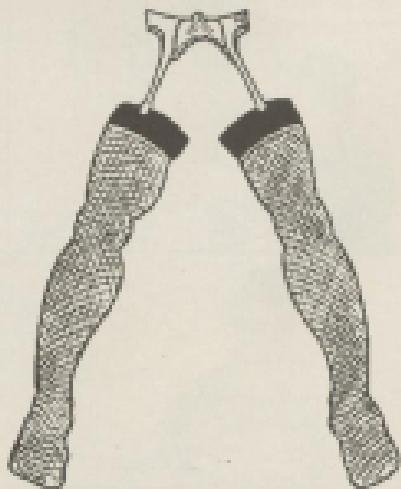
REMEMBER IN THE KITCHEN:
DO NOT LEAVE
LITTLE KIDS
ALONE.
DO NOT
LEAVE ANY
FLAMES UNATTENDED.



**THE GREAT POST
APOCALYPSE CUT-OUT AND
CLOTHES WARDROBE!**

If there's enough call for it we'll print more clothes at a later date, and even further dolls.





EUGENE

THE
BEGINNING
(PROBABLY)

WHO ARE
YOU LOOKIN'
AT, EH?

SOUTHERN CITY HAS
BEEN BURNING DOWN FOREST
IN A CUT THE - DOGS AND
HIS PALS HAD BEEN KEEPERING...

REALLY
EXT BITE

BUT WE SPENT!
BUT WE SPEND UP
YESTERDAY WE SPENT!

JUST FUNKY

BRAND NEWEST
TODAY'S

YEAH LADS, LET'S
GO IN THERE! MY
SWEETHEART THINKS MY
THOUGHT'S OUT!!

WHAT'S TWO 'PITS
OF HELL' COMIN'?

IT'S THE HORNED
COWBOY OF HELL!

THAT'S SURE! WE HAVE
TWO OF THEM, AND
AT LEAST OF SEVEN!

HORSEY'S EVER
LIVED ALONE A
PITS OF HELL!!

O-OH!

WOW! I'LL NEVER
KILLED ONE OF
THEM!!

WE CAN GO A ROUND
WHILE, MR. LADDY.

NEXT: TO DINE...

WORDZ AND LETTERZ: RIK HENDERSON ★ ART: ALAN LATHWELL ★
A LOAD OF THANKS TO BEVERLY GARDNER AND ALEX BARRY, THIS IS YOUR SHIZ!

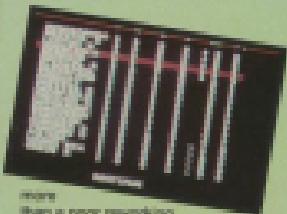
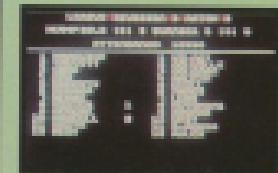


BARGAIN BUCKET

Rik casts his jeepers peepers over the latest games that can be bought for under three quid...

FOOTBALL CHAMPIONS Cult £2.99

We all know that Cult has made a name for itself with good football strategy games, but the formula seems to be wearing a little thin now. This is probably because the games that are now being released are little



more than a poor reworking of DASH Games' (the captain of this budget label) Football Director, and as such are starting to date.

This is stressed by the fact that Football Champions offers nothing new in the team management stakes in fact it doesn't offer enough.

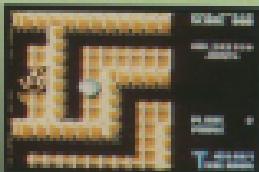
There is only the league and the FA Cup as awards for a good manager and there are only three divisions in any order. Not only that but the coding of the games is a bit slow and the whole event is one big yawn.

If you're after a good football sim, try Football Director if you're willing

to spend a fortune, or if you only have three quid in your pocket, Cult has more than enough football games in its range that are far better.

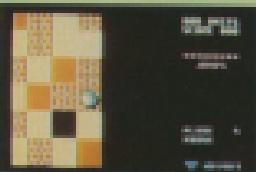
SKORE 47

QUE-DEX Kixx £2.99



This was first released, to much acclaim, by Thalamus, and was possibly one of the most original pieces of software ever.

It's good to remember things haven't changed much. The game is still very original, and still has very well amongst the bunch of new threemers. Que-Dex also sells for



lightning reflexes and sound mystick handling. But what is so different about it?

For a start you play the part of a dad, something that only small, unloving comedians called Bobby have succeeded in before. And you

must get from your starting point to the goal, although this is not as easy as John Barnes makes it seem. There are many hazards to surpass, and a clock that ticks down faster than a dodgy microwave. And even if you manage it, there are tonnes of levels to complete, some of which are very camping.

This is more than worth three quid. You'll have you hooked for weeks, and that's what you want from a game really, isn't it?

SKORE 97

THE GAMES WINTER EDITION Kixx £2.99

Another addition, this time one of the famous Biggs Games games,



Although this is perhaps the poorest of them all, it was essentially an updated version of the best-selling Winter Games, and is very similar in concept. It offers eight players the chance to compete in an Olympic-style tournament that consists of several different events, but unfortunately most of the separate sports in there can be a little too hard for the average games player.

Mind you there ARE seven events to complete, all of which are based around winter sports, and there is a good mix of games styles for the more experienced games player.

The logo is okay, and the sailing games are reasonable, but the figure skating is dreadfully difficult, and not too interesting anyway. That said, if you've got the rest of the games in this range, The Games Winter Edition is a worthwhile buy, mainly 'cause you know what you're getting. If you've never seen what this sort of thing is about, it'd be wise to buy one of the others in the range first.

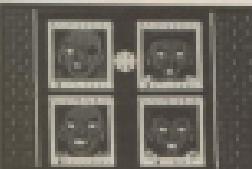
SKORE 76

OUTLAW Players Premier £2.99

We've not heard much from Players recently, but thanks to a deal with Infogrammes the label has gotten hold of an excellent shoot-em-up for Amstrads.

Outlaw is very Commando in the first glance, but after a double take you realise that it's a rather generic vertically scrolling shooter, although it is rather a fast and smooth one at that. You get four levels to choose from, and you must wonder up the screen, avoiding barrels and boulders and shooting the cheap hoodlums that lie between you and your bounty.

When you reach the end of a level, you are faced with the criminal that you were after and you must shoot it out with him in order to collect your stash.



The graphics are pretty simple, but serve their purpose, and there are extra weapons, shields etc. to collect on the way.

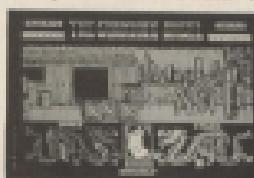
Well worth £2.99 if you ask me.

SKORE 92

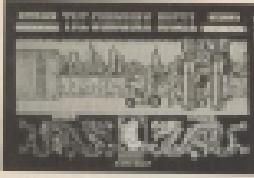
GUARDIAN ANGEL Codemasters £2.99

What a pile of poop, and no mistake. Shouldn't be a thin excuse for a game, you are a Guardian Angel in downtown Manhattan and you must beat the big cat of everybody. Guardian Angel is a small, neatly formed, fund, with little more than a rather nice plastic cassette box going for it.

It was first released abroad as 'Freddy Hardest does Manhattan' or



something just as ridiculous, and it's not hard to see why it was never released as a full-price game in this country.



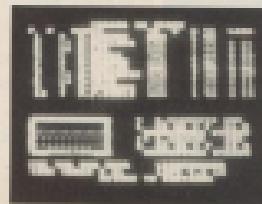
I may sound unfair but I don't see the appeal of a patching character shambling along a badly rendered backstop and kicking the hell out of anything that moves, and that is

essentially it! Codemasters has done as much terrible stuff in the past, and will do in the future. Guardian Angel has a halo made from a usually brown, tubulence and no mistake.

SKORE 16

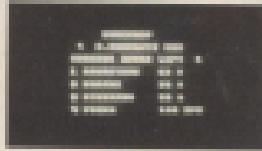
MOTORCYCLE 500 Cult £2.99

Another management game from the ever-dedicated budget label and this is much more like it. You are the



manager of a motocross team, and must control two cyclists in the bid for races, and individual glory.

All the management options are required, but this alone would not make a game, so you must also take



a part in the racing byquisitioning when one of your team must go in for a pitstop (which is generally quite often).

The racers have skill levels, and the times have ratings so that winning is not totally random, and your actions will also have an effect on the outcome, i.e. the tyre tread for the correct weather.

Although the races take a fair while to adjudicate, and the action is about as interesting as you're going to find in this sort of game, the interaction is weighed just about right, and that's what makes a game of this type work.

SKORE 85

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OdDbodS*

FLAME ON

with Stuart Green

COMIC OF THE MONTH

THE LAST AMERICAN #1 of

3

Epic, £1.25. John
Wagner, Alan Grant
(Writers), Mike
McMahon (Artist)



Terry Pratchett's got a few problems. He's the only surviving member of the human race. For company he has three droids, Axel, Baker and Charlie, whose command of English is limited to a bizarre and hilarious concoction of late eighties adolescent prattling as ironic counterpart to the hideous realities of this post-apocalyptic hell. Kill kill. His mission? To defend the USA against foreign insurgents... except, there is no enemy to fight. In the circumstances he does what any sane man would; he gets screaming, snarling, white-hot drunk.

This latter day Pratchett's Progress is brought to you with all the gags 'n' all by three names: what should be familiar to anyone who has read 2000 AD for more than two years. John Wagner created Judge Dredd, writing a fair portion of the classic stories with partner Alan Grant. And for many of Britain's bright young comic nerds, Mike McMahon, with his big hearts and incredible hardware defined the look of British action-adventure comics. Take a look at Tank Girl and compare if you don't believe me. McMahon's been absent from the scene for a few years due to illness, but this is a startling return to form. The only shame of it is that *The Last American*, full of the trade mark black humour and acute politics of classic British comics, is published by an American company, leaving you like a chancer to buy it at your local newsagents.

Zzzzzz.

THE

DEMON #5

£0, 60p, Alan

Grant, Val

Sweeney, Dennis

Rutter

Alan Grant is a professional. At

present he's writing Batman, Legion 50, Lobo, The Magic Man (with John Wagner), and regularly contributing to 2000 AD as well as his above. Most of the above are recognisable for their smart ass, gle-wrecked humour, but this, a revival of one of Jack Kirby's lesser known characters, sees Grant turning in the jokas with the experts.

The Demon is Wagner, square at hell, impregnated in the body of a mortal, one Jason Blood. Blood can only get free when Blood sleeps, which for the purposes of the story is most of the twenty-four pages we catch. The Demon in mid-scheme as he attempts to feed his bad seeds in a reality and make hell his kingdom. Despite the promising coverline "Finally, after 17 sleepless" it fails to rise above the level of a rejected storyline from Nightshade on Elm Street.

Grant isn't helped either by DC's usual trick of saddling British writers with artists who haven't developed beyond CGP grade one.

Avoid.

REVOLVER HORROR

SPECIAL

Fleetway, £3.50, Various

Honor is the place where editors let writers and artists experiment these days as there's little in the way of things that go bump in the night here.

In the trade stakes, Rick Hugg, Tom Alphin's "The Head", and Neil Gaiman's "Fenders and Cetaceans" stand out. "The Head" is reminiscent of *From* and gives a careful chill to the bone as the mask brought from foreign parts haunts generations of a family. While Gaiman bumps into an old friend who is being slowly eaten alive by The Old Woman Who Lives Upstairs. The frightening thing is it's presented as an autobiography. Neil Gaiman either has a strange imagination, or a few strange friends. You decide.

The other stand out is G Spencer's "First Blood" a tale of peer pressure and a young girl's first period. It's handled sensitively, but one can't help wondering why it's included in a horror special.

Atrocious, the hits, culturist the releases, with only a couple of stories making you regret the South American hardbacks that might still stand if there had been a few less pages.

THE MAGIC FLUTE #1 of

3 (Eclipse)

£1.25
Craig Russell

This is adapted from the opera by Mozart, but don't worry, you don't need to know the score to get in the swing, if you'll pardon the pun.

Prince Tamino is sent to rescue the daughter of the Queen of the Night, Pamina, from the evil Sarastro. On the way he encounters the basset-hound Papageno, and faces tests designed to determine his spiritual purity. It's a classical tale, and artist Russell has a fine sense of the magical and wonder that is essential to any good fantasy, placing it way above poor average Dungeon and Dragons nonsense.

ALIENS EARTH WAR #3 of

4 (Dark Horse)

Mark
Verheiden,
Barry Kitson
£1.25

This is a real stinker. After welcoming Ripley back to the fold and setting up the storyline in the first two episodes with an ice cold and that did no disservice to these great movies, Verheiden blows it with an alien cast of thousands that completely destroys credibility. A real let down.



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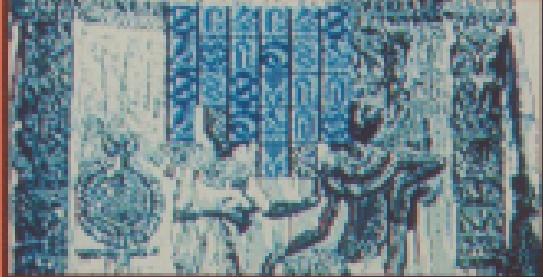
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CURSE OF RA

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What's next, got six legs and moves blocks around with its bottom? Puzzled? You will be with this new brain-teaser from Rainbow Arts. Will you...



CURSE OF RA

The current trend in software, for those who have been lobotomised from the waist up, is either puzzle games, or games with bugs in them. Curse Of Ra is original in the fact that it has both. Giving it its class though, it is also very unlike most of the puzzle games on the market.

Why? Well, the idea isn't TOO original. You are a little bug who must slide blocks around the screen in order to match up two of the same kind vertically or horizontally, and they can be as far apart from each other when you move them out as you like. But you must have a block that you can step onto afterwards, otherwise you end up the like without a home. And when all the nice blocks have been destroyed you must end up on your starting block.

The reason why Curse Of Ra is unlike, say Picnic, is that you can choose two different sorts of game, and although the idea is still the same, the techniques that you must adopt in order to complete the screens are radically different in both.

For a start there is the arcade game where you must race around the screen, eliminating blocks at a fair rate of knots, whilst the clock



ticks away. If you stay on the block that you've just stepped off you'll disappear into a vast chasm and you'll lose one of your lives. The puzzle element in this section is not too complex, some of the blocks are covered in ice, so you can't change direction when you've stepped onto it, and there are some blocks that move by their own accord.

The logic section is for those that are not quite so agile, but the brain feather is going to be needed for more. It also has the ice, but the good thing is that each level has a code word, so if you get pretty far you can enter that word at the start and you'll be transported straight to that level.

Curse Of Ra is probably more involved than most of the puzzle

games around, and the logic section adds a lot to the appeal of the product, everything is tinted with an Egyptian feel and this increases the presentation of the product. One small minus though, the actual gameplay graphics are far too messy, and sometimes it is hard to distinguish between the blocks and the background, especially if your brain is busy analysing the problem. No, well, it's not quite a Totem or Klax, but if you like your puzzling more seriously then Curse Of Ra is the only game that I'd recommend.

Fax

John Lennon

Basics have six legs which makes it ever so difficult for them to go ice skating, but only do they have to spend loads of cash on hiring three pairs of skates, but by the time they've got them all tied up and are ready to go, the rink has closed down.

They are rather good at football though.



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overall

82

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DOMINIC

£19.99 Tape,
£14.99 Disk

How come every Dominic game on the market has cars in it? This makes it very hard to write a decent intro. Who tries his hardest...

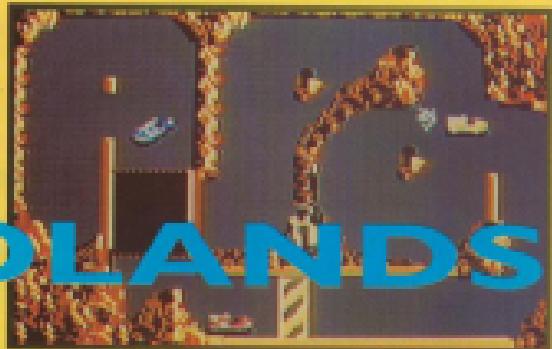
BADLANDS

We all remember Super Sprint, don't we? Well, the bit of Super doesn't because he's got over such a bad memory, in fact his memory only lasts about ten seconds, so by the time I finish this sentence he'll have forgotten that I even asked him a question.

But getting back to the question, we did it was such a classic on every other computer but our own, it's about time someone made up for the amount of bugs, glitches, and lack of speed by doing something very similar that works. Dominic took the responsibility to do so by acquiring the license to Badlands, the official sequel to Super Sprint, and they've done a pretty fine job at converting it. The only problem is that the gameplay seems a little dull now.

The basic idea is this: You are the driver of a battered old wrench (Mary Whitehouse PI) and you must race against two other battered old wrenches (Blasphemous Thatcher and Religious Curmudgeon) or else the post-apocalyptic spectators may come and help you towards an early grave. If you do complete this, there's a very good chance that you'll end up as stiff as a baseball bat anyway, but at least you've got a better chance against two large pieces of metal than against fifty thousand mites with halibutons and like arms.

The action is seen from top-down and you must guide your car around



the track, avoiding the pools of spit oil (blimey!) and rocks, and even the occasionally flying boomerang. If you don't even find out of the three then you're in trouble, and it's goodbye to your head first, if you do you'll get the chance to compete in the next arena. Fortunately between arenas there is a stop that you can exchange wrenches although why somebody would want a few bolts when later to their every need (that's wrenches, not wrenches). The wrenches... Oh, anyway, if you exchange three wrenches

and there isn't enough variation in the gameplay to compete against other, much more involved arcade games, it's the best Super



Sprint game through, and if you're into them then you'd could do, and would do, a lot worse. Me? I'll be waiting for Dominic's conversion of St. Elmo. Numbers

skorebox


overall
82

Fax

Lend On The Bed!

Badlands was written by Tony London (United), who are a subsidiary of Texas Software Development Limited based in Rotherham, which is probably the only decent thing to come out of Rotherham ever.

If you were so inclined to do bad things in your car you would be liable to be visited by a passing copper and probably end up having your legs broken by big, nasty crime who want your "smut" (along for tobacco), so it's probably not worth it.



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MISHADVENTURES

This month we - that is, I - have a very special treat for you.

My dear readers - that is, you. Remember the wonderful *Bard's Tale* role-playing game? Well, *Bard's Tale 1 and 2* were written by a gentleman by the name of Michael Crawford for Interplay in the States. Something happened. Our Michael was either kidnapped by alien startlings from the planet Interplanetary Dissonance, or he fell asleep in his pyjamas and never woke up, and most probably, he did none of these things. Whatever, he disappeared, blow me down with a 20-ton steel gader but doesn't he appear, running and screaming, shouting "Hahahahaha", and clutching a copy of *The Centauri Alliance, Iron Brotherhood in the States?*

Well, I managed to tackle Michael, ripped the game from his hands and hot-hoed it back to the YC offices to give you an exclusive - sorry I'll repeat that - EXCLUSIVE! review of this RPG. Now, as Denmark are the exclusive entertainment software distributors for Brotherhood you would assume that they would bring the game over here - or then again, they might not. Depends how they're feeling, I suppose.

Okay, a bit of plot background is

called for here, I suppose. Our galactic Star Wars-type sounds from the Bone Philharmonic Orchestra.

It was when two other lifeforms were discovered on Alpha:

"Ultimate weapon", the Prathy Fist. This nasty piece of work is spread across the galaxy in its basic components. The aim of the game, therefore, is to retrieve the bits of the Fist before the agents of DAYNAID do. If DAYNAID succeed...

Coming on three disks, two manuals, a map and reference cards and adopting a familiar "*Bard's Tale*" look, *The Centauri Alliance* (TCA) employs a multi-window play-area. Top centre is the window onto the game-world. A first person perspective viewpoint that scrolls in a similar manner to *Bard's Tale*. To the right of that is a list of your party of six characters (NPCs can be recruited too). Each character can be one of six races, each with their own abilities (eg. technical and physical) plus a set of six stats: strength, vitality, agility, IQ, life and genome.

Genome is mental energy that replaces magic seen in *Dad's Tale*. It is handled in a similar way, though. You "cast" a paternal ability and you would a spell. So you can create creatures to fight for you, cause earthquakes, detect the presence of radiation and so on.

An excellent aspect of each character's make-up (no, not happy as the Skill option). Each character is rated (0-10) for four basic disciplines: Combat, Tech, Politics and Metamorph. Within each discipline are one to four skills. So the Combat



Combat by a team from Earth that the Alliance was initiated. Technology was shared, ideas passed around, other alien races discovered. During AD 2214 six races officially formed the Centauri Alliance. Although a wish for peace predominated chaos will reign throughout the galaxy.

Now it appears that an unfriendly lot, calling themselves DAYNAID, are searching for the

discipline contains twelve (class quarters), thrown during battles and explosions, damage and master (an extension of the other three). Incidentally, metamorph is the intriguing description of being able to change a character's physical shape into one of several lifetimes.

Obviously, if certain problems require a certain skill you'll pick the most proficient character to complete it. So, for example, if you need to repair a mechanised robot you'll choose the guy with a high "hardware" skill (found in the Tech discipline).

Items are plentiful. Weapons range from the ubiquitous dagger to shotguns, LUDs, phone blasters, poison-tipped energy sticks, first-class stamps with a temporary coating on the back (get your tongue around that one!) and lots of other bits. Armour ranges from combat and dual-bladed to kevlar napkins and reinforced upper-to-panties (oh, ok - not all of those items are included). There are complete artifacts to be found in the game, too.

But back to the game-screen description. To the top-left of the screen is a window containing many choices and long-lasting power abilities (e.g. light creation). The large window on the lower half of the screen displays text messages.

The game area consists of eleven worlds, each with their own characteristics. Each world is arranged in a similar way to Mario's. That is, on a square grid maze system. You will need to travel between worlds to complete a variety of missions that must be solved before the final mission of finding the Fist is completed.

As you might of guessed, if you enjoyed *Batman's* Tale you'll love Centauri Alliance. However, if you didn't then... oh, you want. The graphics are quite nice, if a little repetitive in certain areas. Spot animation is plentiful, though. Sound is... minimal.

The actual RPG system is not exactly ground-breaking but it does vastly improve on the *Batman's* Tale combat with the addition of skills and the unique combat interface. When this occurs you are transported over to a combat screen depicting a bunch of enlarged boxes. Standing on the boxes are your party and the enemy (each party is portrayed as one character). This new view gives you a chance to contemplate

tactical manœuvres and the like.

The bottom line? A good solid RPG with lots and lots of gameplay that'll be enjoyed by any RPG player but is a "must buy" for *Batman's* Tale fans.

RATING - 81

If you don't want to wait for Domark (and why should you?) or if you can buy *The Centauri Alliance* now from:

**COMPUTER ADVENTURE
WORLD, 318
KENSINGTON,
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**L7 DEY. TEL: 051-
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REVIEW

**GAME - BAT
PRODUCER -
UBISOFT
PRICE -
£19.99 DISK**

BAT (The Bureau of Astral Troubleshooters) is a RPG from French software house, Ubisoft. You play an agent of B.A.T., or the classically "Wrangler"



and his accomplice, Jesus Maravilla.

BAT is physics controlled, using icons and menus for more choices. Competencies and skills form the basis of your character's development. However, these categories (evaluate,

vigilance, etc) are rather too subtle and advanced to be noticed in the rather simple game design that B.A.T. has.

There is a variety of equipment that you can utilise on your travels. For example there is the Multitaser, a light weapon the size of a pen that can be easily hidden and the Hacker 30 - described as a "butcher's weapon". No surprise really, as this was my piece of work projects several thousand needless!

When combat occurs the screen changes to a full-screen image of your opponent. The game allows you to aim yourself and trigger your magnetic field protection. After which, you move the cursor over the opponent and click on the reduce button like crazy.

One major complaint is that there is far too much eating and drinking. It seems that, every five seconds, your character complains "I'm hangry-thirsty", which interrupts play too frequently.

I also became annoyed with the method of moving from one location to another. Each location takes the form of one full-screen graphic. When you wish to move to another location you move the cursor around the screen edges until it changes into an arrow. Click and a new graphic location appears. I was never aware of moving east, west, etc.



Consequently, I often found myself moving to the wrong area, moving back to the original

screen and then selecting the correct direction. A bone on the

CD as the graphic screens take time to load from disk. I would have much preferred some sort of compass rose to a

a replacement. Then, at least I would have some idea as to what direction I was travelling in!

Graphics are well presented and the background music is pretty good on the C64. Special effects are minimal, though.

Good idea, but BAT suffers from a poor interface and inadequate design.

RATING - 58

GAME - BUCK ROGERS VOL.1 -

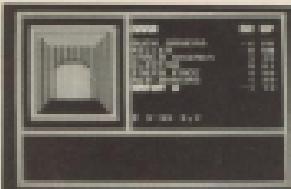
COUNTDOWN TO DOOMSDAY

PRODUCER - GSI/

US GOLD

PRICE - £24.99 DISK

Basically the plot in Buck Rogers surrounds the RAM (Russia-American Mercantile) organization based on Mars. They want to



invade the Solar System, your task is to stop them by leading the RCO (New Earth Organization).

Using an uprated AD&D system Buck Rogers displays many improvements. The complex skill system being the most influential.

Attributes hold one surprise, "Tech" measures a character's technical know-how. Character classes, as in the fantasy genre, may only have certain classes. The available careers are interesting and varied. Pilots/pilots and engineers mix with rogues and scientists.

It is the skill system that provides the heart to the game, and the qualification for each career via minimum skill values.

Pilot/pilots can, for example, pilot a fixed wing, a rocket, etc. General skills are also included. They are listed as: *status*, *calculator* in the manual. During character creation and level increases you are able to allocate points to any skill you have. Skills have a direct influence in the game. Leadership skills may

attract NPCs into the party during combat sequences, for example. Combat uses the usual random



side-view - ideal for tactical play. Combat is divided into segments. Each segment includes a detailed array of variables such as performance in zero g maneuvering, factors, initiative and so on. Turns can be used during tactical play which aids the tactical realism.

Space combat is also available and includes boarding and salvaging as options. Many of the menu options are similar in their effects to the AD&D menu system, with modifications such as a barbershop instead of the bazaar, for example. Extra facilities such as using the library shall be findable. It is integrated well.

The skill system integrates smoothly into the high-tech SF



atmosphere giving a lot more depth to gameplay. Each of your characters appear more as individuals rather than just as assortment of a few selected stats such as charisma and strength.

As time is passing we are seeing RPGs separate into many sub-groups, some of which should be directly compared to each other as they all occupy their own little niches and strive for different objectives. Some RPGs are pure hack'n slash (Star Wars), while others rely on interaction to succeed. (Bio War). Ultimately, Buck Rogers depends on tactical combat to win the game.

As such, the combat is excellent and will be enjoyed by tacticians everywhere. Also because of the huge amount of detail



provided for each character (both in normal play and during combat) the game quickly becomes absorbing and addictive. Consequently, Buck Rogers is the finest "tactical" RPG on the market.

RATING - 92

ADVENTURE MAG ROUND- UP PT.3

Up in the north regions of Morris Scotland - Glenrothes, Fife to be exact, is a hospital charges by the name of Miles "Morris" McAlister. Success helpful in our Morris' Miles that he writes a horrid mag called Spellbreaker. Miles' wonderful is Spellbreaker that it must insist that you buy a copy. In fact buy three - one to carry around in your jacket, and one to theloo door to read during times of contemplation and another to the chimney stack if ever you find yourself taking the road and suddenly find that you've forgot to bring your jacket. Happens to me all the time.

Spellbreaker is jam packed with hints, tips, solutions and maps for just about every adventure under the sun, under the bed and under the jackets. Oh - and there's lots of fluff. McAlister has, plus letters, the odd Mammy story and features. Value for money or what? Miles also offers a solution service in which, for a nominal fee, you can request a whole host of adventures solutions and maps.

Spellbreaker (an A5 size mag including around 40 pages - if you count the cover) can be purchased for a paltry £1.99. If you would like a subscription just multiply that by 12. European readers should pay £2.80 per issue as should the rest of the world using surface mail. Air mail (rest of world) costs £3.00 per issue.

COMMODORE
C64



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F-16 Combat Pilot is out of the stars!
— game of the month, *The Sunday Magazine*.

You're between action and reaction in world-class F-16 pilot EG2 — Advanced Computer Entertainment.

F-16 Combat Pilot was hands down — best game — New Computer Games.

I'm primed for action as my F-16 leaves the runway. This time my mission is to destroy a formation of tanks. Suddenly, threat warning — interceptors closing fast! I quickly select dogfight mode and arm a Sidewinder. We both fire at the same time — staff and a high-g turn set maximum for missile. A visual explosion tells me he's not so lucky.

Flying fast and low, I turn my F-16 towards my target. Time to switch on the ground radar and arm the laser-guided Mavericks. I fire six missiles in quick succession. Laser automatically locking on to each tank. With this bombing insured me I flew for cover and head for home. Approaching base, I contact the tower and request a slotback for my right landing.

F-16 COMBAT PILOT



©1987, 1988, 1989 Commodore 64/128 version by C64 Ltd. 1988 128 version by Commodore Inc. 1989

F-16 Combat Pilot is released in 128 progression - £14.99 (recommended)
- £9.99 - For Commodore



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punch - or rather a laser beam - and your supply of magic can be upgraded as you progress in the game.

Throughout the game are various little boulders of yours that the Demons who have kidnapped the villagers left behind. Collect enough of these boulder markers and you can spend them at the witch's shop for extra weapons. Unlike your own wizardry magic these new spells can be used to create curving weapons, rapid fire or long range ones. If in a tight corner you can use one of your limited flamethrowers to great effect.

Your energy is depleted on contact with one of the nasty

CREATE



THOMAMUS
C64 TAPE £14.99 DISK

Something incredibly cute is coming your way...

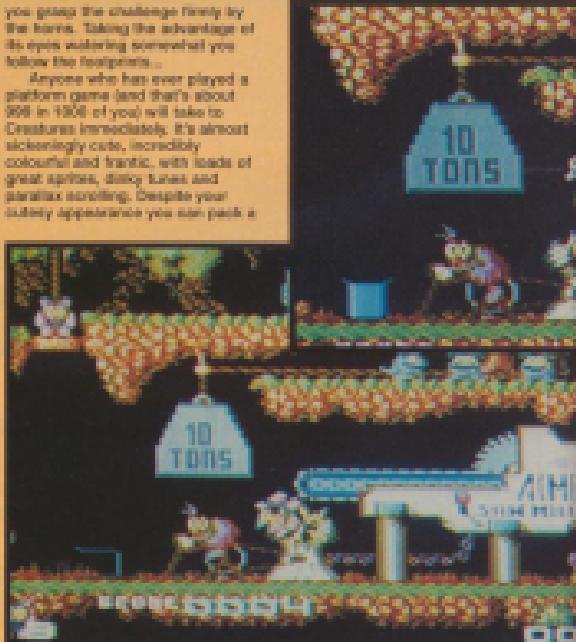
Well, last month you had the preview, here's the review. *Creatures* are still incredibly cute. What's more they are very cuddly, very colourful and very likely to be very dead if you don't rescue them very fast!

You are a born hero...after all, every other creature is happy-eating the nourishing (yet rather boring) plant life that grows near to the village. After years of dull weeds for tea (He's known about that...) you decided to go adventuring to find a yummy basketful of bushwhackers, on your return with the berries that Mother Nature was so kind to supply you with, you find to your horror that the village is deserted! What's more, there are huge footprints leading (gasp!) into the scary side of your (supposedly deserted) island!

Pausing only to pull down the tasty berries to get your energy up,

you grasp the challenge firmly by the horns. Taking the advantage of its eyes watching everywhere you follow the footprints...

Anyone who has ever played a platform game (and that's about 99% in 1986) of you will take to *Creatures* immediately. It's almost sickeningly cute, incredibly colourful and frantic, with loads of great sprites, dizzy tunes and paroxysms scrolling. Despite your cutely appearance you can pack a



Fax

Furry Fury

Creatures can be found at almost every large social gathering... from Wednesdays to the CES show, loads of little bugs with those annoying furry feet and rolling eyes will be given away. Don't buy them though as they are being tortured! The colourful song that advertises the product is in fact stapled to their head and causes severe brain damage!!



TURES



from your bones. Contact with them is almost always fatal so avoid them if at all possible. If it isn't possible to avoid them then blast them into little bits with your magic weapon!

Win through enough of the level and you can meet the nasty little Demon at the end. They are always nasty but this one is nastier than most. He has set up a torture for one of your furry chums! These tortures vary from level to level but the basic idea is to think your way to your path's rescue and utilise the objects around you to free him.

Fast and painful death for the poor rat is always the result. However, success is rewarded with

the creature's escape and the vanquish of yet another Demon. Can you win through all five levels and destroy the REALLY nasty guy at the end of the game?

Question is, will you really want to? Happily the answer is yes. Creatures really is cute and the gameplay lives up to the great graphics, with a exceedingly addictive element that'll have you coming back to the keyboard time and time again. One to look out for, but don't look under the bed after you switch off the computer...

creatures that inhabit the horrible side of the island. They come in all shapes and forms and although they are the enemy the Demon's servants really are cute to look at. They are just as colourful and intriguing as you are and it is a shame to dispatch them.

However, fast no do this and you could end up with a more hungry, more bloated food - as they take no greater pleasure than sappling the very strength



skorebox

6	9	8	7
6	8	7	8

overall **91**



Beat-em-ups come and Beat-em-up go, and some give you a good hard kick in the goolies.
Sean Kelly finds out which ones do what.....

It's a bit unusual if you think about it, but since just about the beginning of time, man has used beat-offs to sort out any dispute or argument that he might be involved in. It's not surprising really, it's faster and more conclusive than suing someone, and it gets rid of all that pent up frustration. After all, straight after someone has just put you down in front of your mates there's nothing worse than being stuck for suitable reply, and more often than not a quick beat in the goolies serves just as admirably as a witty retort worthy of Oscar Wilde.

Of course, the human dimension with 'killing' anyone and everyone who gets in someone's way for fun and sport hasn't been lost on the People Who Make Computer Games. So much so, in fact, that today you can't go as much as announce a new computer or console without hearing that System 3 are doing a version of 'The

Last Ninja' for it. But more on that later. For the kick off (kick off goddam!) Please yourself, instead, let's go back through the mists of time, to where it all began...

The first major beat 'em up, of course, was 'The Way of the Exploding Fist', released by Melbourne House when they weren't one of Virgin Masterpieces' satirically labels. This caused what is known as 'a bit of a storm' when it first appeared. It spawned hundreds of imitators, some good, some bad, and most appalling. What it also did was provide computer gaming with one of the most enduring of genres. Here we present some of the landmarks in the history of beat 'em ups. Some are absolute show stoppers, some will keep you enthralled to your computer for ages, and some of them are crap.

As with the shoot 'em up feature in the last list, we've judged the beaten with a special set of markers. The first is graphics, which is fairly obvious. If it looks totally

The Way of the Exploding Fist.

The granddaddy of them all, first released in 1983 or thereabouts, it's an absolute classic. The idea of the



FISTS OUT

funky and colourful, it hits the high marks. If it looks like a Stone Roses single cover, it's pushing the lower limits. The second category is sonics, which encompasses both tunes and noises. If it sounds atmospheric, and a well landed punch sounds like something out of Miami Vice, it's a bargin. If it sounds like a Sonya and Big Pun record, forget it. The third marking category is 'brains'. Let me explain the last one.

On some beat 'em ups, you have to draw on massive brain reserves to remember all thirty seven thousand moves and the sequence of eighteen joystick movements to carry out just one, whilst in others the most taxing decision you have to make is whether to kick your opponent in the nuts or punch him in the face. Either type of game can be rewarding in their own way, so the brain factor isn't an indication of

the games quality, but should give you some indication of whether you should bring your brain along, or whether you should leave it under the bed. The last of the four marks is the overall marks, which will tell you just how good this particular mazing wonder found the game.

All clear? Good. Fists at the ready, let the punching begin.

game is simply to kick the living daylight out of your opponent as fast as possible. A number of moves are available, and there's nothing more satisfying than doing a quick split before landing your opponent one on the side of his head and watching him go crashing to the floor. 'Way of the Exploding Fist' also gets a special mention for the fact that singular sadistic can eat.

the game on two player mode, and kick the literally stationary opponent to oblivion. Yuck. Yuck.

This one's still got something special after all those years, and is still a playable little epic by anyone's standards. There's quite a few joystick manoeuvres to get to grips with, but once you have them sorted, PWF becomes an eminently playable and addictive game. Graphics are a tad rusty by today's standards, but don't let that put you off. It's a classic, and deservedly so.

**Graphics 78
Sonics 82
Brains 80
Overall 82**

Punch Line: The first real beat 'em up, and still one of the best.



Punch Line: A tad disappointing after its predecessor, but still more than playable.

Bushido: The Way of the Warrior

Not surprisingly, this one is the sequel to TWO-TEN I, and comes out quite a few years later. This one takes the basic premise of the first game, but throws in a massive karate adventure as well. You are descended from a grand master, and have been entrusted with defeating the evil warlord by travelling all over the shop, finding magical scrolls and

This one is a Microprose game programmed in C64Basic by a team including Simon Turner, in which the main aim is to infiltrate a castle in which the enemy of the leader of your clan has entrenched himself, and regain control. Does it sound easy or what? The player can choose who he sends into the castle to carry out his aims, from the megastrength Ninja to Monkies and Yambashas, or Mountain Warriors, etc.

Type of bloke who wreaths Tigers and tarts in bear faces for a laugh. In addition to the ninjutsu and



Graphics 85

Sonics 80

Brains 85

Overall 87

Punch Line: An unusual but addictive variant that'll keep you coming back for ages.

FOR THE LADS



temple because... umm... well, because.

This one isn't as good as its predecessor, but then there's very few games that are. It's playable, that's for sure, and the main adds atmosphere to the game, but, perhaps because the playing area is so enormous, the graphics are, apart from the main sprites, pretty bland throughout. The arcade adventure element does enhance the game though, and mapping freaks could be playing this game for eons.

Graphics 70
Sonics 83
Brains 84
Overall 76

Fighting, there's tons of stuff to collect and use, and it all goes to make this one massively huge and sophisticated game.

The game is played in a self-mapping hexagonal castle of sorts, and although the actual beat 'em up element isn't exactly the most



sophisticated, the gameplay is exciting and good fun. The graphics are good, and it's obvious that a lot of effort and thought have gone into making sure it looks and 'feels' good. As a consequence it has the look of one of those pet projects that someone devotes themselves and then places with a software house once it's just about finished.

Unusual, but a game that you will keep on going back to to check out what's round the next corner.

IK+

International Karate with a '+' sign, along with some pretty good improvements. I must admit that this game from Syberia 3 is probably my favourite beat 'em up of all time on the Commodore 64. On its basic level it's quite simply a flat variant with various international backdrops. Beyond that, though, it's quite simply a highly polished and addictive game.

The joystick commands are straightforward and fairly easy to learn, but you'll soon be battling away with style and finesse. Unlike some beat 'em ups, there is also the challenge of opponents who get progressively more difficult to beat, and some thought has to go into



using the right measures against some of the laugher opponents. The music, sound effects and graphics are all excellent, and if you only get one beat 'em up ever, make sure that this is the one.

Graphics 90 Sonics 85 Brains 80 Overall 90

Punch Line: The beat. So colourful, so tuneful, so playable, so buy it.

Bruce Lee

Based on the original and best of the Cinema Kung Fu crowd, this early C64 game featured a very sprite that you are meant to think looks like our hero. It doesn't, but that doesn't stop this game from being a bit of a corker. The aim of the game is to collect all the lanterns in a room before you will be allowed to progress to the next.

Rooms. You will be attacked by Ninjas and even nastier Green Vipers as you attempt to do this, but are able to frag deposed flyers before he lands and eliminate vines and ladders in order to achieve your aims.

This game was first released in 1984, and boy does it look it's age. It even loads up with the American



National Anthem playing. Paul, Although the game looks horrible, the sound isn't too bad, and it still plays pretty well considering it's age. As far as I'm aware, it's only available on a fan compilation called 'Karate Ass', but it's still worth hunting out if you can find a copy. Dead old, but decent playable and dead addictive.

Graphics 40 Sound 60 Brains 60 Overall 75

Punch Line: It looks horrible, don't sound much better, but people could still

learn a thing or two from the playability.

Kung Fu Master

A basic scrolling beat 'em up, in which the aim is to use your nunchucks to work your way to the fifth floor of the temple of the Wizard, in order to rescue the beautiful maiden he's holding captive. That's about it for an scenario goes for this one.

I might be wrong, and flag me with a wet custard if I am, but I think this one



was based on an arcade game. One thing's for certain, it plays like one. The player has to work his way along through each floor of the temple, and on each floor assaulted by various beaters and enemies. The moves aren't sophisticated by any stretch, but it's good fun, and has tons and tons of just one more go-on about it. Fair game, and no messing.

Graphics 70 Sonics 75 Brains 70 Overall 82

Punch Line: A non brain taxing way of spending an afternoon.

The Way of the Tiger

Why do most beat 'em ups have to have the words 'The Way of...' thrown in somewhere, that's what I want to know. This doesn't even add to the potential payload when it first appeared. The scenario is the usual stuff about defeating the bad guy who's done your grand master wrong and so on. What's different is that Tiger involves three different disciplines, namely unarmed combat, Pole Fighting and Samurai Sword Fighting.

This is like a three game compilation in itself really, as each discipline has its own individual and



distinct graphics and sonic style. The pole fighting is my particular favourite, although such is more than good enough. The programming is very polished, and the tunes are fab. It's out on the Rice label for three quid, and a bit of billy bargain it is too.

Graphics 80 Sonics 83 Brains 83 Overall 82

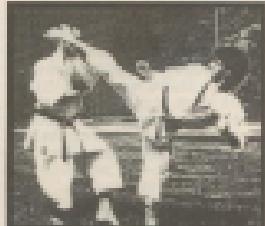
Punch Line: A trio of different but fun games that still look and sound a bit good.

Ninja Remix

When System 3's 'The Last Ninja' first appeared on the C64, it was astounding. It was like the beat 'em ups of old, but done in full colour (sort of), and with some nice 3D. The aim was to mow your way around huge playing areas for some reason that escaped me at the moment, but that was hardly the most important point anymore. Both games had massive playing areas, brilliantly drawn and animated sprites and

backgrounds, and some of the best music you'll ever hear on a C64.

The Ninja Remix features chunks of both games, polished up and bunged together for today's



audience. But, it's not released yet. So, let's phone those nice people at System 3 and find out all about it. Daa, daa, daa... "Hello, System 3 aren't at home at the moment, but if you'd like to leave a message after the tone... 05, and by the way, Ninja Remix is going to be totally fab and

sporadic, combining all the best bits of the first two games into truly fresh gaming experience, well worth the splendours any time.' Oh. That's alright then.

Punch Line: If it's as good as it's two pre-diseases, it'll be a bit of a classic.

Five People who would probably enjoy a good beat 'em up.

1. Bruce Lee

A bit of a lad, all Bruce, and given to curling his Instep around a bad guy's chestnut without so much as a by your leave whenever the mood took him. It's also rumoured that Bruce used to hang around Scarborough Pier during the summer season threatening to 'give a good kicking' to anyone who ever glanced in his direction. This rumour is not true.

2. James Bond

Famous spy and secret agent, who probably knows something thousand except to kill a man with his forehand slippings. (His eyes, that is, not the person he was killing. I mean, can you imagine Tim going to kill you now Mr. James, but before I do, would you mind clipping your toenails...)

3. Frank Bruno

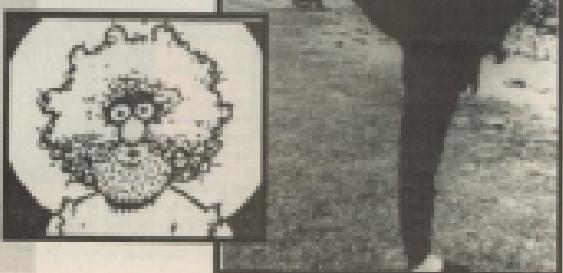
Well known English pugilist, famous for his catch phrase 'Pass the sauce, Harry.'

4. Albert Einstein

Respected scientist and physicist. What is not generally known is that he got his theory of relativity accepted by the scientific community by threatening to throw round the lids and give a swinge to to any member of the scientific community questioning his assertions.

5. Sylvester Stallone

Magnificently regarded art expert and creator, well known for his sensitive portrayals of shrinking violet such as Rocky, Rambo and... oh. That's it. Just them two.



The YC team, and a similarly chaotic bunch of hacks blast each other in the chests with remote controls. Jeffrey Davy reports on the event known only as....

QUASAR

LASER-LIGHT FANTASTIC

"Eat laser death, Editor scum" cried the young freelancer, leaping from behind a wooden partition, pumping red-light death from the nozzle of his "Quasar" weapon. The Editor gasped - "what treachery is this!" he groaned, as he slumped to the floor, too slow and old to beat the lithe, sprightly contributor.

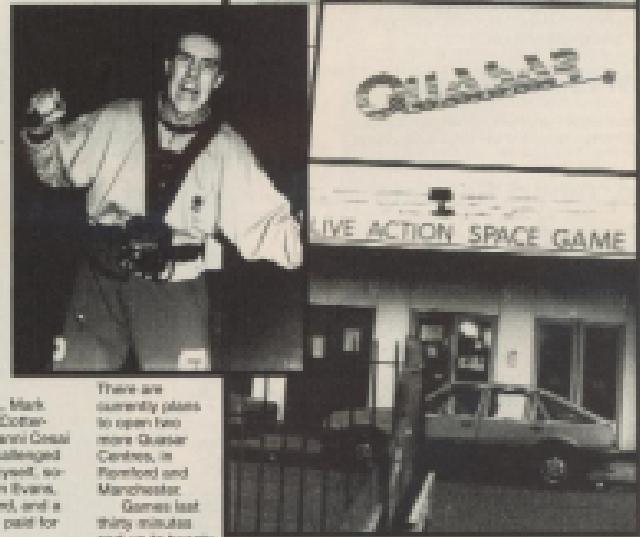
...Well, you can always clean, eh reader? Only joking. And the closest to that I've ever got was at the headquarters of one of North London's newest (and possibly most) militaristic and gravitational pastimes - "Quasar - the live action space game".

Possibly, and many months ago, a team of four (now mostly ex-YC staff - Rio Henderson (the Big Ed), Mark Newton (designer), Ashley Cotter-Cairns (coordinator) and Marcus Green (ex-photographer) - had challenged the "Rest of the World" - myself, so-called "incompetent" Duncan Ivens, Hawt Physo, Marcus Barnfield, and a Galia called Michelle. They paid for their arrogance!

Quasar originated in Australia and New Zealand. It expanded half way around the world to Turnpike Lane, North London, where it opened

in June last year. Since then it has gained 11,000 members with loads of potential space-warriors flocking to its converted cinema premises every day.

A new "franchisee" (like a branch) has recently opened in Glouster with a similar futuristic place layout and improved (more advanced) weapons and weapon packs. They talk and give a kick when you get hit).



There are currently plans to open two more Quasar Centres, in Romford and Manchester.

Games last thirty minutes and up to twenty people (on two - Red and Green - teams of ten) can scamper around the split-level arena. Each player has three "lives", displayed as red lights

on their front-recessed pack.

If they're shot, the lights flash and one goes out. Lose all three and they're DEAD. Well, almost then, more soon-of-suspended animation, a small rejuvenating booth has to be visited to restore the life-lights before

going back to the game.

The guns themselves come in two different varieties. There is the standard type which glows red in the

and which makes it a target - people can shoot that, causing the fun's center to lose a life and has a (ever-so-slightly inaccurate) range of 30 feet and the less "casual" requires more accuracy but doesn't give - this can be quite advantageous.

Players don't just "water" people, there's a system of [penalties] scoring - 100 per hit on an opponent, 500 on the enemy team's HQ (which lets out a siren sound when being shot), minus 30 if they're shot and minus 30 if they shoot a member of their own team. Up at the end of the hall is a large scoreboard which keeps track of team scores - this is the telling point at the end of the game, as the VC to hand in their code!

The game begins and the two teams sit silently in the dark, smoke-filled room, clutching to find weapons points from which to sweep at the opposition. Shining lights pick out shimmering figures, the glow of the lights red against the near-impenetrable black, smoky atmosphere.

Soon the sound of focused laser-light reached across the background, mixed with the barking of fire, the pulsing of the strengthened HQs and the abusive shouting as someone was caught and "taken out" by a swift moving foot soldier.

Many people were caught in impossible impossible situations. His member, for instance, snuck behind a wooden wall, taking wild pot-shots at anything that moved, trapping people nearby. Alternatively, the problem of just knowing that somebody is at the top of a flight of



them, with the option to garnish the opposition with their gun's wire - you trust these people



stars waiting for an untidy play.

For thirty minutes, the two groups waged violent, competitive war on each other until ...

"I got completely snugged," remarked your editor and mate Rob Henderson, emerging from a crushing defeat. "We were noticed" cried the HQ buster. They wanted the opportunity to grab components and fold them down whilst shooting

the last VC!

The result was a decisive 14-0 in 80 ppm victory for the "Rest of the World". Hell Victory was born!

Quasar (London) is at:
"The Quasar Centre",
Frobisher Road, LONDON,
N8 0QX - 081-348 9798.



Prices: Membership (compulsory but lasts for a year once paid): £2. Games: Under 17 - £2, Over 17 - £4 (£3 before 6pm on weekdays).



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WHEELS OF FIRE



DONMARK -
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£24.99 Disk.

Rick Davies driving in his car, and it's enough! But what does he make of this compilation of driving based arcade conversions?

Had Devlin ever released on the computer 101 Racers, but it's certainly along the routes where it seems to compilations. This is a shame because the game, on the C64, is a pile of doggy-poo and no mileage.

However has it that the final product was ported straight across from the Speccy but I don't believe it for a moment. For a start the Speccy version was a damn sight better than this (in fact I would add that it was



the best version of all). The graphics are janky, even more jerky than the next section in your school cartoon, the sound is appalling (do dogs often whine like that?), and the gameplay is so mind-numbingly crap that it would be very hard to think the version in the arcade "mattered" in any respect whatsoever. Add to this the fact that the opposing cars seem to "bounce" in on you whilst you peacefully keeping to the correct side of the road and you have a

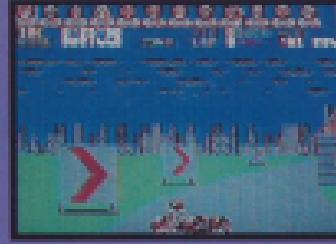
game that will send its way to the black bin liner in no time.

And Chase HQ is right on as well. Again the cassette 16 conversion was probably the worst version released of this classic coin-op. The idea is to

the realms of value. Hitting a YC Pin One in the very first issue of PC back in January, it's a lost title of its appeal. Nowadays it they be considered a tad too easy, but the gameplay, graphics and sound are all still on a par with what is achieved today, and it is a considerably decent driving game that may just lack a little in variation of tracks, a good game nonetheless.

And Turbo Outrun is still the best arcade driving game available, and it also beats a lot of the Amiga games that are around. Programmed by the Probe team, it received a YC Fun One in the January issue also, and is still one of the games I like to get my teeth into when I've got a spare moment. The graphics are very nice indeed, and the scrolling and screen updating both give the best idea of speed that you're likely to see on our nation's top selling home computer.

A compilation that you'd do best to avoid like anything if you've already got Power Drift or Turbo Outrun, otherwise you may want to invest your pounds, you may even



"Chase" is one in a car over hill and dale and finally, upon catching up with him/her, you must beat the smelly biker stuff out of their car in order to make them concede. However, although your car has absolutely no damage done to it, even though full of opponents! By everywhere, this is quite fun in the arcade.

Unfortunately the lack of any apparent speed, bloody enemy cars, difficult controls, and not enough

Fax

Tyred Out

If you got a tyre pump and pumped a lot of air into your tyres, and kept on pumping, soon you'd have a load bang, be thrown on your back, and your tyre would be minusculely replaced with lots of bits of rubber. It is also advisable that you never go more than 100mph or two-wheeler bicycyle, your legs might fall off.

Iteration in gameplay, makes this a driving game to avoid. There are 100 different houses, like the sound and the presentation of the screen layout, but if it was sound you were after your money is better invested in the new Happy Mondays CD.

Power Drift makes a credible attempt to claw this compilation back into



first something in Chase HQ or Hard Driven. That myself (and the rest of the YC team) failed to latch onto,



skorebox

8	NA	8	7
8	NA	8	6

overall

82

IT'S

SYSTEM

System 3, possibly the country's top C64 publishing house, lies in the heart of Pierres, hardly the cultural paradise of the world. Rick Hikens is on his way to meet the team behind the best, and most well known, trilogy ever, the Last Ninja saga...

If you think about it, System 3 is not one of the most prolific companies in software releases, indeed, although the company has been in

business in today's market.

This is mainly because the Dale brothers (Mark, co-founder of the company, and Adrian, now a director) have always had the policy of concentrating on product that would appear well ahead of its technological time. And if you requested a look inside the System 3 big cabinet of trophies you'll be forgiven for thinking that you've ended Liverpool's show room instead. There is hardly a product in System 3's range that has gone without at least one gold plated accolade.

But even if the products take years in development it doesn't guarantee that they're going to

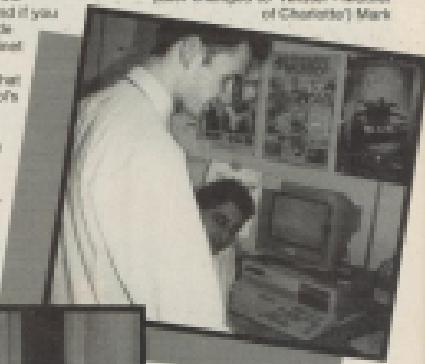
contribute to its partners' success. In fact it is this innovativeness that caused the two to be expelled from the PC Show in a very famous incident, in order to promote the game *Twister - Mother of Monsters*.

(Later changed to *Twister - Mother of Charlotte*) Mark



existence for high-on-eight years, only 16 commercial 64 games will have been released by the end of this year, a mere 2 a year on average. But you look at the track record, in fact only a couple of those games would have

seen the light of day, that is not the best and all of it, System 3 takes great pride in the fact that its products are innovative in every respect. The packaging, the marketing, and the PR stunts are all



Hired a group of scantly clad females to dance in *Phara Pepper* style. Some of the shows' buyers thought took offence to the fact that the girls were little more than strips

of leather, and that the stand was closed down and System 3 was expelled from the rest of the show.

But the effect that this controversial event had on the industry was that every distributor and magazine were dying to get their grubby mitts on a copy of the game. And this only helped the name of the company grow, so that by the time of the next release everybody was waiting with more than eager anticipation. And this release was also to

change not just the growing company in Pierres, but the entire industry, for this release was the first of possibly the most famous game series ever, *The Last Ninja*.

This was brought about mainly due to the fact that beat-em-ups

EMATIC

most popular at the time, and Matt Cole had more than



martial arts films, essentially, so it was deemed to release a game that could capitalize on such a market. But System 3 wanted something a lot different from the norm, and besides the company had earlier released International Karate, a typical beat-em. So Last Ninja was developed much the same as a film might be, with a complex plot, a storyboard and a definite plan of execution. And also adopting an idea popular of the time (in 3D view) *The Last Ninja* was nothing short of a masterpiece, and a programming achievement (by John Tassan), a precursor to the tools of that time by which other players of software are still composed.

The game was such a success, and won so many awards, that System 3 was later (after the release of another milestone in the genre,

a passing interest in the



International Karate +) to update the theme, and release this first ever sequel of an original game. And it even surpassed the original in the praise that was aimed upon it. The Cole's also succeeded themselves on the packaging front by repackageing it, in order to give the game a new lease of life, with a map, a new booklet, a bonus soundtrack and a mega mask all included in the limited edition box.

But during this time there was also a rift forming between System 3 and the company marketing all of its product, Actionsoft. And this was presaged by the release of *Dominator*, a game that the Cole's would rather have just scrapped due to the fact that it was a sleek shoot-em-up, and not in any way typical of a System 3 game.

Fortunately Tassan managed to calm back some warring creditors, and Myth managed to procure that System 3 was once more one of the top CGW publishing houses in this country. In fact Myth had such an in-depth plot, a movie

script has been drawn up and is currently being touted around the movie moguls. And the Actionsoft deal was to end with the release of *Mondetta*, which essentially revisited the Ninja formula, and added the extra element of a driving game.

So the company finally went its own way and with the release of *Plunder's Quest* (now in the CGW package as one of the

the



Introductory games), it showed that business was as usual.

And as Actionsoft states, "System 3

FEATURE

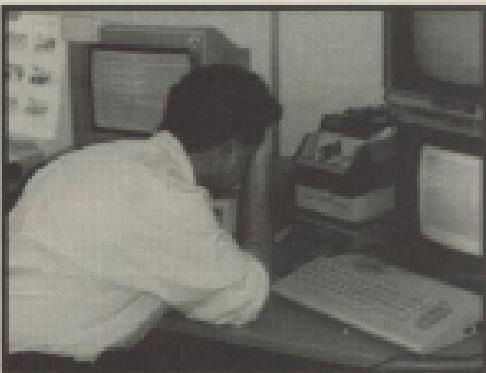
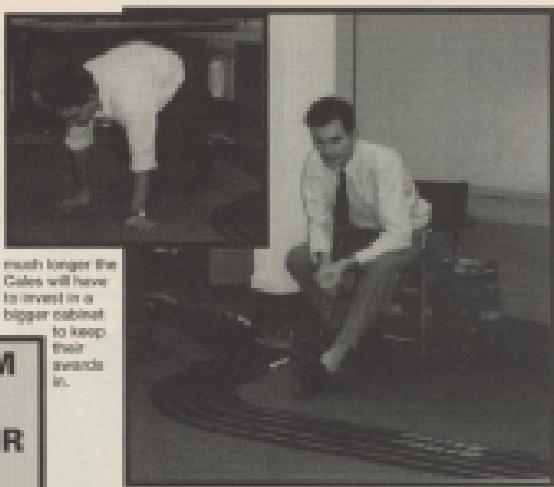
has a license in itself, in the form of 'the Ninja series', and we are once again to be treated to doses of the formula, although things have been much updated. The company even feels that its Last Ninja 2 is outdated, so much so that we may see the release of Ninja Remix, a reworked version of the previous game. This is essentially, though, a taster for Last Ninja 3, by far the most impressive of the trilogy, and a real contender just this early stage as the best console 64 game there is.

So System 3 still grows (especially with the announcement that it'll be supporting the CD4000), and the games are still way ahead of their time, and if this continues for

EVERY SYSTEM 3 C64 GAME EVER (PROBABLY)

Death Star Interceptor
Colony Seven
Laser Cycle
International Karate
Twister - Mother of Charlotte
Last Ninja
Bangkok Knights
International Karate +
Last Ninja 2
Dominotor
Tusker
Myth
Vendetta
Flimber's Quest
Ninja Remix
Last Ninja 3

much longer the C64 will have to invest in a bigger cabinet to keep their awards in.



GAMES TO COME

Borderside - Formerly Turbo Charge, this is a driving game that promises to break new barriers in the genre. The programmers even use a gigantic Stakeholder card for 'research', etc., Yuck!

International Karate Defense - The sequel to the sequel of International Karate, once again written by Andrew Malone.

Dawn of Steel - This is Myth 3 and is gonna be well violent (more details on their way).

Deslock - A shoot-em-up kind of space adventure kind of thing.

Hunted - Errr... Not much is known about this'un.

Flimber's Quest 2 - Currently being coded, and obviously the sequel to Flimber's Quest.



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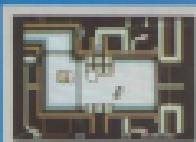
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